



ENLIGHTENED

ORBAT

ORDER OF BATTLE



ARMoured CLASH

WHAT IS AN ORBAT?

To play a game of Armoured Clash, each General requires the use of their chosen Faction's Order of Battle, or ORBAT. Each ORBAT is a compendium of background information and rules that allows a General to learn about their Faction, assemble their Force, and use their units during play.

ORBATS are living documents and are often updated and revised in light of new releases and balance changes. As such, each ORBAT is marked with a version number and date. The information present in the most recent version always takes precedence over any conflicting information found in previous versions.

Special Rules and Weapon Qualities

To use the units found in this ORBAT, you will also need to download the Glossary of Rules & Qualities, which can be found in the [Resources](#) section of the Armoured Clash website. This is a comprehensive listing of all the Special Rules and Weapon Qualities in the game, contained in a single handy document.

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¹ Each Battlegroup can only contain a single unit with the **Commander** trait.

² This unit is a Commander Variant, as described on page 4.

³ The Horsell Super-Heavy Extractor and Wells Super-Heavy Surveyor always count as Full-Strength units.

⁴ These units cannot be taken at Basic Reinforcement.



ARMoured CLASH

BATTLEGROUPS

Battlegroups are the building blocks of a General's Force. They organise **Units** into fighting divisions, each led by a unit with the **Commander** trait, and ensure that each Force has a reasonable balance of different **Unit Types**.

Battlegroups typically have **minimum** and **maximum** numbers for each Unit Type, meaning that they can vary in size and composition while maintaining a sense of structure. A unit can only ever belong to a single Battlegroup. All Battlegroups have a **Name**, a **Units List**, a **Notes** section - which details any extra information that affects how players can build the Battlegroup - and a section that describes any **Commander Bonuses** that it provides

BATTLEGROUP LISTINGS

A Battlegroup Listing (see page 6) shows a Battlegroup's **Name**, its **Type** (**Faction**, **Auxiliary** or **Legendary**) and a list that shows the **Elements** that the Battlegroup is made up of.

When assembling a Force, a General must allocate each unit they choose to an available Element in one of their Battlegroups. Each Element can have a single unit allocated to it; this unit must meet any requirements for that Element, as shown in the listing.

Within a Battlegroup, all Elements are either **Mandatory** (they *must* have a unit allocated to them) or **Optional** (they *may* have a unit allocated to them).

A Battlegroup can only be included in a Force if *all* of its Mandatory Elements have a unit allocated to them. A unit *cannot* be included in a Force unless it is allocated to a Battlegroup Element.

UNIT LIMITS

A Battlegroup cannot contain more than **one** of any specific unit. However, some Battlegroups will list one or more **Mainstay** units. Each Mainstay unit can be taken **up to twice** per Battlegroup.

*For example: a Battlegroup that lists the **Citizen-Soldier Contingent** as Mainstay units could contain up to two **Citizen-Soldier Contingent** units, but only a single unit of **Hellion Cohorts**, **K9 Gun Dog Packs**, or **Mars Battle Tripods**.*

COMMANDER VARIANTS

Some of the units available to this Faction are **Commander Variants** of existing units. These are upgraded versions of existing units, usually with the addition of the **Commander** trait and a special rule. See the Commander Variant boxout on the unit's page for details of how the variant differs from the standard unit. Ignore Commander Variants for the purposes of Unit Limits.

REINFORCEMENT LEVELS AND POINTS COSTS

Most units in Armoured Clash have three **Reinforcement Levels**: **Basic**, **Reinforced**, and **Full-Strength**. This determines how many models are in the unit when it is deployed, and how many **Victory Points** the opposing General will score for **Annihilating** the unit. (The number of models will also influence the **Attack Pool** for the unit's attacks.)

Each of a unit's Reinforcement Levels has its own **Points Value**. This is how many Points it costs to include a unit at that Reinforcement Level in a Battlegroup.

The total Points Values of all the units in a Force cannot exceed the **Points Limit** that was decided during the **Establish Parameters** step (see page 53 of the *Armoured Clash* Rulebook).

The Points Values for all units presented in this ORBAT can be found at the front of this document.

REINFORCEMENT LEVEL LIMITS AND BOLSTERING

The Reinforcement Level at which units can be selected is limited by the chosen **Force Scale**.

- In a **Skirmish**, all units must be taken at the **Basic** level.
- In a **Battle**, units can be taken at the **Basic** or **Reinforced** levels.
- In a **Cataclysm**, units can be taken at the **Basic**, **Reinforced** or **Full-Strength** levels.

However, some Battlegroup Listings will allow certain Elements to be **Bolstered**. These are indicated by a gold star. Some Battlegroup Listings may display a silver star. These allow a certain Element to be Bolstered under certain conditions, which will be specified in the relevant Battlegroup Listing.



A Bolstered Element can have a unit allocated to it that is one Reinforcement Level higher than normal for the chosen Force Scale.

For example: in a Battle, a Bolstered Element could have a Full Strength unit allocated to it.



TYPES OF BATTLEGROUP

Battlegroups are split into three main categories:

- **Faction Battlegroups.** These represent the core units mustered by a Faction when it readies itself for war.
- **Auxiliary Battlegroups.** These represent thematic collections of units that reflect some sort of specialised formation.
- **Legendary Battlegroups.** These represent iconic vehicles, legendary companies and dramatis personae.

A Force may contain any combination of Battlegroups, with the following restrictions:

BATTLEGROUPS	RESTRICTIONS
Faction Battlegroups	A Force must contain at least one Faction Battlegroup.
Auxiliary Battlegroups	A Force can include a maximum of one Auxiliary Battlegroup for each Faction Battlegroup it has.
Legendary Battlegroups	A Force can only contain one of each type of Legendary Battlegroup.

COMMANDER BONUSES

Some Battlegroups provide a **Commander Bonus** when they are included in a Force. This might be a **Special Command** that the General can issue, a **Special Rule** which applies during deployment, or something else. If a Battlegroup's Commander unit is Annihilated, that Battlegroup immediately loses its Commander Bonus. In addition, a **Special Command** that is provided as a Commander Bonus cannot be issued if the Battlegroup's Commander Unit is not on the Battlefield (for example, if it is in **Reserve**).





THE ENLIGHTENED

BATTLEGROUP LISTINGS





ENLIGHTENED FACTION BATTLEGROUP

When the Symposia of the Enlightened decide that their interests would be best secured through the careful application of more terminal forms of negotiation, the **Enlightened Scientific Custodial Force (ESCF)** are quickly dispatched to enforce the will of the Covenant. Highly modular in their composition, the basic Battlegroups of the Enlightened can easily be tailored to suit the requirements of a specific operation or to cater to the peculiar tastes of even the most eccentric of Peers.

1 Enlightened Commander 	One Mandatory Element . It can be Bolstered . The Element requires a unit with the <i>Enlightened</i> and <i>Commander</i> traits.
1-6 Enlightened Infantry 	One Mandatory and five Optional Elements . One of these Elements can be Bolstered . Each Element requires a unit with the <i>Enlightened</i> and <i>Infantry</i> traits.
1-3 Enlightened Armour 	One Mandatory and two Optional Elements . Each Element requires a unit with the <i>Enlightened</i> and <i>Armour</i> traits.
0-3 Enlightened Cavalry 	Three Optional Elements . Each Element requires a unit with the <i>Enlightened</i> and <i>Cavalry</i> traits.
0-2 Enlightened Artillery 	Two Optional Elements . Each Element requires a unit with the <i>Enlightened</i> and <i>Artillery</i> traits.
0-2 Enlightened Rotorcraft 	Two Optional Elements . One of these Elements can be Bolstered so long as it is not a Selene Attack Rotor . An additional Element may be Bolstered so long as it is a Pandora Transport Rotors unit. Each Element requires a unit with the <i>Enlightened</i> and <i>Rotorcraft</i> traits.
0-1 Enlightened Aircraft 	One Optional Element . It can be Bolstered . The Element requires a unit with the <i>Enlightened</i> and <i>Aircraft</i> traits.

Mainstay Units

- Citizen-Soldier Contingent (*Enlightened Infantry*)
- Mars Battle Tripods (*Enlightened Armour*)

Commander Bonus: *Uncanny Reconstruction (Special Command)*

This Battlegroup's General can issue this **Special Command** to an *Enlightened* unit at the end of its **Activation**, so long as it is **Under Review** (see *Peer Review (X)* in the *Glossary of Special Rules & Qualities*), and/or has the *Peer* or *Commander* trait.

If the Command is successfully issued, this unit recovers **1 Damage**.



ENLIGHTENED C.R.A.B. AUXILIARY BATTLEGROUP

Wired into the sensitive but robust response terminals of their towering war engines, the Consortium-Steersmen of the tripod corps soon become one with their exotic craft, the completeness of the intricate networks of copper sensor-matrices ensuring that their stilted charges can scuttle across the battlefield as easily as a crustacean along the seafloor. When grouped together into **Consortia Rapid Assault Battlegroups (C.R.A.B.s)**, the most reckless of these pilots sometimes surrender their control to the strange and bloodthirsty intelligence that inhabits their fighting vehicles. Such actions have made the C.R.A.B Battlegroups the toast of numerous **Peers**, although the most pedantic are quick to point out that the extra designation of “Battlegroup” is really quite redundant.

1 Enlightened Commander 		One Mandatory Element . It can be Bolstered . The Element requires a unit with the <i>Enlightened</i> and <i>Commander</i> traits.
1-4 Enlightened Armour 		One Mandatory and three Optional Elements . One of these Elements can be Bolstered . Each Element requires a unit with the <i>Enlightened</i> and <i>Armour</i> traits.
1-2 Enlightened Artillery 		One Mandatory and one Optional Element . One of these Elements can be Bolstered . Each Element requires a unit with the <i>Enlightened</i> and <i>Artillery</i> traits.
0-2 Enlightened Infantry/Cavalry		Two Optional Elements . Each Element requires a unit with the <i>Enlightened</i> trait, and either the <i>Infantry</i> or the <i>Cavalry</i> trait.
0-1 Enlightened Aircraft		One Optional Element . The Element requires a unit with the <i>Enlightened</i> and <i>Aircraft</i> traits.

Mainstay Units

- Deimos Guardian Tripods (*Enlightened Armour*)
- Mars Battle Tripods (*Enlightened Armour*)
- Phobos Assault Tripods (*Enlightened Armour*)

Commander Bonus: Let Slip the Leash (Special Command)

This Battlegroup's General can issue this **Special Command** to an *Enlightened Armour* unit at the end of its Activation. It cannot be issued to a unit that has the *Commander* trait or the **Suppressed** status.

If the Command is successfully issued, the unit makes either an **Advance** manoeuvre and then a **Ranged Attack**, or a **Charge** manoeuvre and then a **Close Quarters Attack**.

During either manoeuvre, models in the unit cannot move further than 3", and during the Attack, the unit has an additional **Combat Rating Penalty**.

Then, the active unit immediately gains the **Suppressed** status.



ENLIGHTENED S.U.R.G. AUXILIARY BATTLEGROUP

Amongst the myriad genera of dedicated task forces and personal projects nestled within the byzantine structures of the ESCF, the **Special Urban Reconnaissance Group** has perhaps shown the greatest promise. Whilst the prototype S.U.R.G. battlegroups failed miserably at their original role, failing to overcome the challenges posed by urban combat, they soon demonstrated their skills at encircling and overwhelming foolhardy enemies through a doctrine of fully harmonised manoeuvres. Debate continues to rage amongst the **Peers** regarding the correct pronunciation of the acronym.

1 Enlightened Commander 		One Mandatory Element. It can be Bolstered. The Element requires a unit with the <i>Enlightened</i> and <i>Commander</i> traits.
2-6 Enlightened Infantry/Cavalry 		Two Mandatory and four Optional Elements. Two of these Elements can be Bolstered. Each Element requires a unit with the <i>Enlightened</i> trait, and either the <i>Infantry</i> or <i>Cavalry</i> traits.
0-2 Enlightened Armour/Artillery		Two Optional Elements. Each Element requires a unit with the <i>Enlightened</i> trait, and either the <i>Armour</i> or <i>Artillery</i> traits.
0-2 Enlightened Rotorcraft 		Two Optional Elements. One of these Elements can be Bolstered so long as it is <u>not</u> a Selene Attack Rotor. Each Element requires a unit with the <i>Enlightened</i> and <i>Rotorcraft</i> traits.
0-1 Enlightened Aircraft		One Optional Element. The Element requires a unit with the <i>Enlightened</i> and <i>Aircraft</i> traits.

Mainstay Units

- Hellion Cohort (*Enlightened Infantry*)
- Mono CAV (*Enlightened Cavalry*)
- Strider CAV (*Enlightened Cavalry*)

Commander Bonus: Synchronised Assault Protocols

Once per **Round**, when the General of this Battlegroup issues a **Flank Attack Special Command**, they can declare that they are enacting **Synchronised Assault Protocols**. They must do so before their opponent decides whether they will **Interfere**.

If they do so, the **Card Value** of the card that is used to issue this Command is treated as being **2** higher for the purposes of determining whether Interference is successful.



ARMoured CLASH



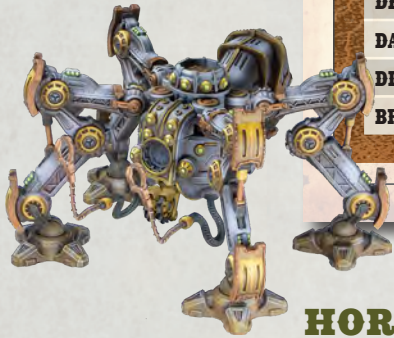
THE ENLIGHTENED

UNIT PROFILES





COMMAND



HORSELL SUPER-HEAVY EXTRACTOR

5



MODELS I

VPR IO

TRAITS

Enlightened, Armour, Heavy, Behemoth, Commander

SPECIAL RULES

All-Out Attack (2), Hunter, Large, Peer Review (6"), Shockwave, Shrouded, Spectacular Demise (12), Stilted (2), Stoic Defence, Throw (12)

ATTRIBUTES

SPEED	7"
DEFENCE	3
DAMAGE LIMIT	18
DISCIPLINE	8
BREAK LIMIT	-

ARMAMENTS

	RANGE	16-17	7-15	1-6	QUALITIES
RANGED (LIGHT)	6"/12"	3 (5)	5 (12)	7 (14)	Point Blank
MELEE	-	8	12	16	Penetrating, Suppressive

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HORSELL SUPER-HEAVY EXTRACTOR

Built at the *La Forge* Promethean Complex in Madagascar, the Horsell Super-Heavy Extractor may seem to some as a lesser marvel compared to other Super-Heavy machines such as the **Wells-class**. They could not be more wrong. The Horsell Super-Heavy Extractor is the perfect machine for a well-heeled Peer to gather mineral resources, perform experiments and travel the world at the same time. With its self-contained life support systems, the Horsell can perform its duties in the harshest and most inhospitable of environments - even at the crushing depths of the deep ocean. Gathering specimens and refuelling are one and the same, with numerous automata and citizen-soldier crew sifting through the rubble to find anything of value. At the same time, waste products are fed to the transmutational matrix and from there, the molecular furnace housed within its abdomen. This thermonuclear inferno is capable of breaking down matter into its constituent elements, the more common compounds being converted into fuel. Rarer finds are catalogued and stored for future analysis.

The **Enlightened Scientific Custodial Force** places great store by their Super-Heavy Extractors. Limited in number as a critical component is of extraterrestrial origin, technology was acquired from the Moretus crater during an unreplicable Void Engine accident at *La Forge* in 1868. These are the aforementioned transmutational matrices; thirteen fist-sized devices recovered can transform

combinations of matter they are exposed to into Element 270 - **sturginium**. As the only known method of creating sturginium as yet discovered by the Enlightened, these devices are of extraordinary value. Originally intended to be sequestered away in a laboratory and tested, it is their erratic and unpredictable nature that necessitated installing one inside each Super-Heavy Extractor. The combination of matter required to produce Element 270 changes depending on the time of day, geographic position, lunar cycle, temperature, pressure and a host of other variables. The amount of matter required to produce even a tiny sample of sturginium is staggering, with entire battlefields of detritus being consumed for only a few kilograms of Element 270. The secrets locked within the artefacts at the heart of each Horsell-class have yet to be reproduced, despite a small army of scientists and engineers working day and night since their discovery. Fortunately, the destruction of any Super-Heavy Extractor causes the transmutational matrix within it to spontaneously rematerialise in *La Forge* at the event horizon of that extraordinary Void Engine misfire. The Promethean Complex has several Horsell-class machines ready to deploy once a transmutational matrix is available to be installed within it. So, while the Covenant are limited to only thirteen Horsell-class machines, it is rare that any less than that number is fully operational at any time, with lost machines being almost immediately replaced.

COMMAND



WELLS SUPER-HEAVY SURVEYOR

5



MODELS I

VPR IO

TRAITS

Enlightened, Armour, Heavy, Behemoth, Commander

SPECIAL RULES

All-Out Attack (3), Large, Peer Review (6"), Shockwave, Shrouded, Spectacular Demise (12), Stilted (2)

ATTRIBUTES

SPEED	7"
DEFENCE	3
DAMAGE LIMIT	18
DISCIPLINE	8
BREAK LIMIT	-

ARMAMENTS

	RANGE	16-17	7-15	1-6	QUALITIES
RANGED (LIGHT/HEAVY)	22"/22"	6	8	12	Coruscating, Overcharge, Slow to Fire
RANGED (HEAVY)	7"/24"	3 (6)	5 (10)	7 (14)	Overcharge, Point Blank, Turret
RANGED (AERIAL)	6"/12"	3 (6)	5 (10)	7 (14)	Overcharge, Point Blank, Turret
MELEE	-	4	8	12	

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WELLS SUPER-HEAVY SURVEYOR

Rarely do the conflicts of the Covenant of the Enlightened resemble those pursued by the other Great Powers. The diplomatic implications of an outright declaration of war are too taxing a complication for those who see the ebb and flow of national borders as trivial. For The Enlightened, military actions are often ad-hoc affairs: the chance discovery of otherwise unknown resources might necessitate an urgent land grab; a Promethean Complex, finally outstaying its welcome, might require defensive support; a host territory's more forward-thinking citizens may seek assistance in liberating themselves from their reactionary government. It was for events such as these that the Covenant saw collaboration between many of their leading intellects (a surprisingly rare occurrence) to design these huge mechanical conveyances. Each Super-Heavy Surveyor is a magnificent combination of mobile laboratory, battle platform, and command centre, capable of holding its own in combat while the ensconced Lords and Ladies continue to dabble in vital scientific research.

The Wells Super-Heavy Surveyor houses multiple weapon systems, including point-defence cannons and tentacle-mounted particle beamers. Its primary armament is the barely understood aetheric destabiliser, a marvel of exotic engineering sourced from **Wells Chasm**, the site of which gives the Super-Heavy Surveyor its name. The aetheric destabilisers use vast amounts of energy to disrupt the molecular bonds in matter, the result of which is less of an explosion and more of an utter disintegration. These mighty machines can be moved around the globe thanks

to a complex web of deals, contracts and accords within the Covenant. The **Enlightened Scientific Custodial Force** maintains a record of the location of each and every Super-Heavy Surveyor, and they understand the delicate politicking needed to maintain the use of such machines across the myriad of Covenant expeditions. The Great Powers are brought closer to bending the knee in supplication with the construction of each, a cause for grand celebration. The ESCF know how valuable the Wells-class are. Each represents a significant investment of resources, and each loss is keenly felt.

Whilst the energy contained within a Super-Heavy Surveyor has caused more than its fair share of fatal mishaps, the sheer devastation they can unleash far outweighs such trifling costs. The power core's enormous output, stolen from the stars themselves, initially seemed impossible to harness. Dogged perseverance resulted in the Wells' electromagnetic focusing mandibles, a development derived from within the Vault capable of guiding such phenomenal power. The energy blast from the aetheric destabiliser is so strong that even at noon, it is easily the brightest thing visible out to the horizon. If aligned correctly, it can annihilate entire squadrons of tanks, and field testing often ends due to a dearth of targets rather than any failure to destroy them. A true superweapon, the Wells is often a victim of its own success, with enemies who understand its power, making it the primary target of their attacks. Indeed, the resultant detonations are often immortalised in the maddening, garbled tales told by charmed survivors to any that care to listen, no matter how sceptical they may be.

INFANTRY



BRUTE ENFORCER COHORT

1



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Enlightened, Infantry, Light

SPECIAL RULES Berserk, Bulky, Construct

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	5
BREAK LIMIT	1

ARMAMENTS

RANGED (LIGHT)	4"/16"
MELEE	-

MODELS

RANGE	1-4	5-8	9-12
4"/16"	4(6)	8(12)	12(17)
-	3	6	9

QUALITIES

Devastating, Point Blank, Suppressive

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BRUTE ENFORCER COHORT

Creations can be devised in multiple different ways, almost as a form of convergent evolution. The RJ-1027 provided by **Burson Carpathian's Warcradle** complex allows artificial parts to become more easily fused with organic material, while the galvanic processes of **Countess Augusta Byron** allow recently deceased flesh to be reanimated. Regardless of method, the results are strikingly similar, with larger "components" preferred for their comparatively larger melding connections and their resultant durability.

Brute Enforcers were first trialled in areas where Enlightened forces saw the greatest need for them, from areas abundant in resources to land suited to the current objectives of the Peers, such as warehouses and factories. The **Custodian** dogmatics of the Covenant frequently find themselves at odds with those who foolishly rebuke their rule. They look to their Enforcers as a useful tool for ensuring compliance, utilising them first as a threat and eventually as a consequence.

Enforcers are armed with ranged weapons that need little in the way of skill or marksmanship. Flame projectors and multi-barreled gatling weapons are the most common as they can be pointed in the general direction of an enemy and let loose.

Usually, these armaments replace a hand or an entire arm, as such, dexterous digits are superfluous on a machine of meat whose sole purpose is destruction.



INFANTRY



BRUTE WARDEN COHORT



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS

Enlightened, Infantry, Light

SPECIAL RULES

Berserk, Bulky, Bulwark, Construct, Shrouded

ATTRIBUTES

SPEED	4 ¹¹
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	5
BREAK LIMIT	1

ARMAMENTS

	RANGE	1-4	5-8	9-12	QUALITIES
MELEE	-	4 (7)	9 (12)	14 (17)	Shock, Suppressive

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BRUTE WARDEN COHORT

As the first fire stolen from the gods inevitably led to the age of steam, so the augmentation and transplants that began with constructs has led to creations. “Construct” is a derogative term for a person surgically altered in some way, often with results that are considered less than aesthetically pleasing. Exposed metal, coiling tubes and artificial replacements are the norm for someone given this demeaning title. Infusions of RJ-1027 allow these grafts to be successful. While this has been known to cause a reduction in mental faculties, this has led to the term being used to denote a person operating seemingly without independence.

A “creation”, however, is something else entirely. Experiments with RJ-1027, **sturginium** and other equally exotic substances have allowed detached physiological structures to restore function. Further research into galvanism has led to combining otherwise dead, separate body parts to create an entirely new product. Something more than the sum of its parts, as far from human as it could be, and a tool that the Covenant has designed for a specific task. A canny use of otherwise wasted resources.

The most ubiquitous creations with a military or industrial application are known as “Brutes” for reasons obvious to anyone who has to deal with them. Seldom known for their intellect, Brute Wardens are armed with simple yet effective melee weapons. They often carry shields manufactured with miniaturised versions of the shield generators found on

naval vessels and elsewhere by the Great Powers. The Egalitarian **Land Bagayogo** has contracted out the services of hundreds of Brute Warden cohorts, finding their particular combination of unwavering loyalty and focused brutality perfect for the needs of his clients. It is said that Bagayogo’s Promethean Complex in Nigeria, *The Spoil*, has an entire wing dedicated to the creation, housing, training and further development of these durable bodyguards. Wardens are best when given the most unambiguous of orders: “*protect this unit*”; “*guard this building*”; “*kill those soldiers*”. This is all they need to understand; they are a blunt instrument, and sometimes, this is precisely what is needed to complement the more elegant machinations of the Covenant of the Enlightened. After all, an efficient mind must indeed acknowledge that nothing should be allowed to go to waste.





INFANTRY



CITIZEN-SOLDIER CONTINGENT

1

MODELS 8 / 16 / 24

VPR 1 / 2 / 3

TRAITS

Enlightened, Infantry, Light

SPECIAL RULES

Construct

COMMAND VARIANT

A Citizen-Soldier Command Contingent has +1 VPR, and the additional Traits and Special Rules listed below.

Commander

Peer Review (6"), Command Signals

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	3

ARMAMENTS

RANGED (LIGHT)	5"/18"
RANGED (HEAVY)	3"/10"
MELEE	-

MODELS

RANGE	1-8	9-16	17-24	QUALITIES
5"/18"	3 (7)	8 (14)	11 (20)	Point Blank
3"/10"	2 (5)	4 (9)	8 (13)	Overcharge, Point Blank
-	3	6	9	

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CITIZEN-SOLDIER CONTINGENT

Each Great Power has its own approach when it comes to the recruitment and maintenance of their infantry forces. Depending on the location, the call for volunteers, the drafting of populations or the careful application of propaganda may be appropriate. For the Covenant of the Enlightened, all are possible as much to **Warmaster Schneider's** chagrin, the Covenant as a whole has no single way of recruiting its Citizen-Soldiers. Each Peer is responsible for marshalling their own forces and this can vary wildly based on their own eccentricities. Most have some sort of recruitment stations that feed volunteers towards their specific Promethean Complex but this is where the similarities end.

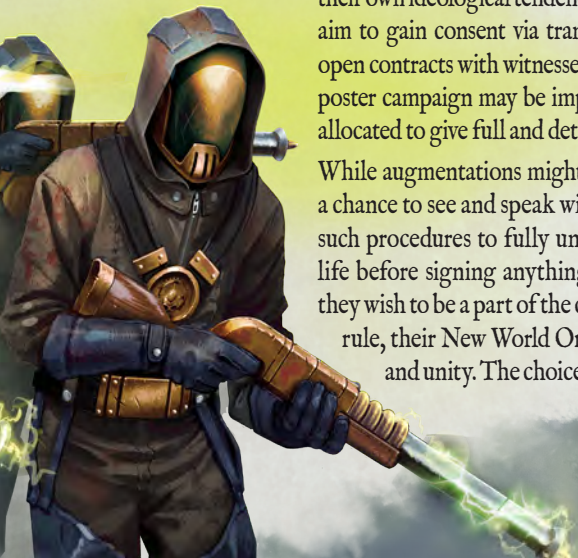
The two main philosophical camps of the Enlightened have their own ideological tendencies. The **Custodians** generally aim to gain consent via transparency, preferring full and open contracts with witnesses and refusal time written in. A poster campaign may be implemented and representatives allocated to give full and detailed explanations if necessary.

While augmentations might be irreversible, there may be a chance to see and speak with those who have undergone such procedures to fully understand the impact on one's life before signing anything. The Custodians show that they wish to be a part of the civilisation they will inevitably rule, their New World Order being one of cooperation and unity. The choice made by the Citizen-Soldiers

is a valued one, and although they may not have the minds to fully comprehend the grand plans of the **Peers**, it is upon their backs that the future will be built.

Conversely, the **Egalitarians** seek to share the wonders of the Covenant with the outside world to further their agendas. A process of unnatural selection where power flows to those with the vision to wield the miracles of Enlightened science. Bringing the world kicking and screaming into the light of a new age. The architects of this orchestrated conflict and evolution necessitate the use of press gangs, hospice raids and worse, as innocent lives are the necessary raw materials of progress. Industrial accidents, often enormous in scale, happen with seemingly fortuitous timing and regularity, with whole shifts of workers becoming wounded in a single moment.

To these unfortunate souls, the only chance of improving their families' lives is to sign away their minds and bodies to join the citizenry of the Covenant. After the required corrective surgeries and mental conditioning, many are desensitised sufficiently to find a new purpose in the ranks of the Enlightened Citizen-Soldiery. Regardless of the circumstances surrounding their creation, the various Peers and the **Enlightened Scientific Custodial Force** readily welcome all contingents of Citizen-Soldiers into their ranks. Each Peer has responsibility for their own military resources, and it is said that the road to progress is paved with wise intentions.



INFANTRY

HEAVY CONSTRUCT
DEVASTATOR COHORT

2



MODELS 4 / 8 / 12

VPR 3 / 4 / 5

TRAITS

Enlightened, Infantry, Light

SPECIAL RULES

Bulky, Berserk, Construct, Durable, Irregular, Overrun

ATTRIBUTES

SPEED	5"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	5
BREAK LIMIT	1

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	4"/16"	3	5	7	Devastating, Suppressive
MELEE	-	6	12	18	Devastating, Suppressive



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HEAVY CONSTRUCT DEVASTATOR COHORT

The Parlour of Countess Augusta Byron is home to more varying Creations than the entirety of the other Promethean Complexes. Some have been experimental cul-de-sacs, eccentricities at best, while others have gained notoriety and seen replication across Covenant forces. One such example is the creature codenamed **Creation VII**.

The creation in question was the outcome of a visit by the Countess to *Nova Atlantis*. After an evening of parlour games, absinthe, and phrenology, another visitor, **Lady Fairuza Moreaux**, challenged Byron to create something with twice the ability of any one of her own creations. Taking her rival's call to arms literally, Creation VII resulted from an ingenious fusion of two of the most brutish and towering specimens available.

None could dispute that the result was impressive, even compared to other such marvels of galvanic application. After being lauded by the Enlightened of Nova Atlantis, the Countess departed with her new creation. Moreaux wished her well, after all, the vivisectionist was confident she could replicate what she had seen of the Countess' work.

Since then, the Heavy Construct Devastators have been seen in many of the **Enlightened Scientific Custodial Force** battlegroups. Based on the original design, none of them match the sheer power of Creation VII, but they are at least less temperamental and self-argumentative, having only a single head. Specific mechanisms and processes may not have been followed, but the basic form of these four-armed monstrosities has proven effective in executing all kinds of scientific warfare.



INFANTRY



HELLION COHORT



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS

Enlightened, Infantry, Light

SPECIAL RULES

Construct, Hit & Run (5"), Hover, Irregular, Soar (8), Vanguard (7")

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	1

ARMAMENTS

MELEE	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
	-	3 (6)	7 (12)	12 (18)	Shock, Suppressive

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HELLION COHORT

Nothing if not resourceful, the Covenant of the Enlightened are not averse to redesigning, reiterating, and reinterpreting an otherwise flawed idea multiple times before it achieves common usage. Such is the case with the Hellion program. The **Peer Roman Ursul** was a pre-eminent authority in single-person flight. By grafting large mechanical pinions to the shoulders of particularly violent constructs, he allowed them to subvert the gravity of the earth and attack from the skies. This first gained him notoriety, then outright ostracism after the attempted assassination of his mentor, **Burson Carpathian**.

Since then, Ursul's winged constructs have been reverse-engineered and improved multiple times, finally becoming troops worthy of inclusion by **Enlightened Scientific Custodial Forces**. Gone are the unwieldy wings of the original designs, replaced with rotor blades capable of hovering and more controlled and manoeuvrable flight. The violent tendencies that Ursul craved in his "recruits" have been tempered, and subjects are assigned based on intelligence and cunning. This regime makes the current crop of Hellions more akin to surgical strike teams than the terror weapons their creator envisioned.



INFANTRY



RECLAMATOR CANCERIS CONSTRUCTS

1



MODELS 4 / 8 / 12

VPR 1 / 2 / 3

TRAITS

Enlightened, Infantry, Light, Scuttler

SPECIAL RULES

Construct, Occupy, Pioneers, Repair (Heavy), Storming Party

ATTRIBUTES

SPEED	4"
DEFENCE	1
DAMAGE LIMIT	4
DISCIPLINE	7
BREAK LIMIT	1

ARMAMENTS

	RANGE	MODELS			QUALITIES
MELEE	-	1-4	5-8	9-12	Overcharge, Suppressive



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RECLAMATOR CANCERIS CONSTRUCTS

To come face to face with a horde of Reclamator Canceris Constructs is akin to living out some vivid, crawling nightmare. First comes the sound: the skittering scrape of thousands of segmented limbs moving with unsettling synchronicity. Then, a vast mass of tiny, cybernetically-enhanced arthropods swarms out of every bolthole, crevasse, and cranny, their multitudinous eyes aglow with malign intelligence. They sweep towards their victims with single-minded purpose, ignoring the frantic volleys of gunfire that turn dozens of their number into pulped flesh and burned-out wiring. There are always more. Aggressors are dealt with swiftly and efficiently—dragged down by weight of numbers, then neatly eviscerated with razor-sharp claws, or choked to death as individual constructs force themselves down their throat. Those who flee seldom last much longer; in moments they too are swept up and picked apart.

Reclamators were the brainchild of the infamous Enlightened biologist **Pierre Harceleur**, one of the most secretive and isolated **Lords of the Covenant**. The story goes that Harceleur was studying the yearly migrations of the Christmas Island red crab, along with a crew of like-minded fellows, when he stumbled into one of the creatures' breeding burrows, deep inside the caves of Martin Point. To the horror of his companions, Harceleur disappeared into a veritable living ocean of the tiny animals, and could not be located despite their best efforts. He was presumed likely dead, but turned up mere days later, half-

starved and almost catatonic. As he slowly recuperated, it became obvious Harceleur was obsessed with the potential of miniaturised Constructs, coming to see the crab as offshoots of a long-extinct species of advanced crustacean he called "*Carcinoids*". His studies into "*mechanised carcinisation*" were dismissed as a madman's ravings by most of the Covenant's **Peers**. Undaunted, Harceleur persisted and finally convinced the Lord of *Nova Atlantis* to fund the industrial application of his warped design. The utility of the creatures quickly proved to be an unqualified success and earned both Harceleur and his patron wealth and prestige. Within three years there were crab farms established by dozens of coastal Promethean Complexes and the deployment of swarms of Reclamators became established in *Enlightened Resource Management Doctrine C800*—an honour that made Harceleur a Peer in his own right.

Though capable of wreaking formidable damage upon enemy infantry and armour, Reclamators are first and foremost intended to serve as their name suggests—in the accumulation and breakdown of valuable resources for repair. Like worker ants, Reclamators scuttle across the battlefield in droves, overwhelming people and machinery with pneumatic cutters and stalk-mounted scalpels. Breaking their targets down to their constituent flesh and metals, the newly-harvested materials are employed in repairing nearby Enlightened war machines. The Reclamators use their dexterous forelimbs to stitch together damage and fill in breached sections of hull.

INFANTRY



SEEKER OUTRIDER COHORT



MODELS 5 / 10 / 15

VPR 0 / 1 / 2

TRAITS

Enlightened, Infantry, Light

SPECIAL RULES

Construct, Locomotor Boosters

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	2

ARMAMENTS

	RANGE	MODELS			QUALITIES
RANGED (LIGHT)	3"/6"	1-5	6-10	11-15	Point Blank
MELEE	-	3	7	12	

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SEEKER OUTRIDER COHORT

In the wilds of the **Union** Badlands of **Arizona**, **Montana** and beyond, these twisted creatures are known simply as abominations. However, amongst the **Enlightened Scientific Custodial Force**, Seekers are usually drawn from those poor Citizen-Soldiers who have been so badly wounded that both legs have been amputated. While **Gustav Eiffel** has a preference for replacing the lower shank of these citizens with spider-like limbs to create his **Widowers**, a more common augmentation for such stricken individuals is for the grafting of a motorised mono-wheel. These citizens, now part of the Outrider cohorts, have received a wired connection to the inner ear, allowing the subject to maintain near-perfect stabilisation of their new, wheeled limb. Lightning-fast over flat ground, their upgraded bodies make them perfect for scouting and reconnaissance.

Seeker Outriders are valued for their perception and intellect, especially compared to those "drafted" into the CAV machines. This distinction makes them perfect for the reconnoitring role they perform. Indeed, a surprising number of Cohorts gain notoriety as risk-takers and hotheads, engaging with an enemy despite orders to observe only. In truth, the psychology of someone suffering such trauma is still little understood in the nineteenth century; most Peers are simply glad to have assets that bravely put themselves in harm's way.

Armed with bladed batons and particle pistols, Seeker Outriders relish the intimacy of short-ranged firefights and frantic melees, where they can attack with speed but also retreat when necessary. Their disturbing appearance only aids in this task, as most foes prefer to keep their distance lest they share the same grizzly fate. To most enemies of the Enlightened, these constructs seem to confirm the lingering fear that even the most loyal soldier can be twisted to the Covenant's service.

This is, of course, probably untrue.



CAVALRY

AEGIS
SUPPORT CREEPERS

1



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS

Enlightened, Cavalry, Light

SPECIAL RULES

Construct, Pioneers, Shield Generator (6"), Spectacular Demise (4)

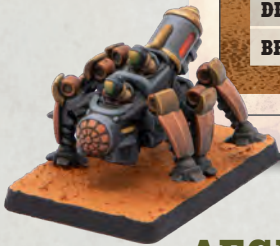
ATTRIBUTES

SPEED	6"
DEFENCE	3
DAMAGE LIMIT	2
DISCIPLINE	5
BREAK LIMIT	1

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	4"/10"	4	6	8	
MELEE	-	4	6	8	Arc

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AEGIS SUPPORT CREEPERS

A grand electrified dome of energy surrounds the arthropodic Aegis Support Creeper, and its accompanying **Enlightened** host, as it scuttles forth. The dome jolts and flashes, vaporising incoming small-arms fire before they can inflict damage. With a quick signal, the Peer orders the Aegis to press themselves closer to the ground and extend their abdomens to the sky, arcing electricity doubling in intensity. The shield darkens, just in time to protect the nearby **Mars Battle Tripods** from a barrage of heavier artillery fire that surely would have otherwise broken through. Safe within its crackling dome, the Enlightened continue their implacable advance. Their enemy may do their feeble worst, with the Aegis Support Creepers' protection they will not be stopped from achieving their goals.

These vehicles were the brainchild of **Laurent Van den Broek**, a Belgian associate of the **Promethean Complex** *Die Galerie*. Laurent had become fascinated with the **Ordo Teutonic's** lightning-based weapons, having spent much of his career all over the **Imperium**. After ambushing a Teutonic force, with the aim of acquiring their famed **Electro-Cannons** for study, Laurent fled, finding refuge with a friend within the complex he now calls home: *Mont St. Michel*. It did not take long to reverse-engineer the science—nor did it take Laurent long to theorise an utterly bizarre new use for it.

By combining this dynamic form of galvanism with the technology behind the naval **Heavy Shield Generator**, Laurent envisioned a new type of shield that “*had a bit more life to it!*”. Though the first eighteen prototypes were catastrophic failures—one notably levelling the entire commune of Céaux in 1869—Laurent took these setbacks in his stride. The nineteenth iteration was the first to show promise, projecting an electrified bubble that could destroy incoming small-arms fire for up to seven seconds before imploding.

The modern **Aegis Generator** is capable of sustaining its protective dome for almost an entire hour, negating all kinds of munitions with ease. Safe from within, they fire paired light machine guns, timing the shots to perfectly slip through their shield. The arcing bolts of electricity they give off can be channelled to attack just as well as they defend; via galvanized, kicking limbs the Aegis Support Creepers discharge blasts of lightning to deadly effect.

CAVALRY



HEPHAESTUS STRIKE CREEPERS

1



MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS Enlightened, Cavalry, Light

SPECIAL RULES Construct, Irregular, Pioneers, Veteran (2)

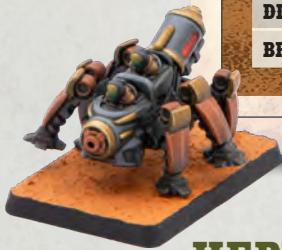
ATTRIBUTES

SPEED	6"
DEFENCE	3
DAMAGE LIMIT	2
DISCIPLINE	7
BREAK LIMIT	1

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	12"/12"	4	6	8	Devastating, Overcharge, Siegebreaker
RANGED (HEAVY)	16"/16"	6	10	14	Devastating, Overcharge
MELEE	-	3	5	7	

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HEPHAESTUS STRIKE CREEPERS

Six articulated limbs carry the scorpion-like forms of Hephaestus Strike Creepers swiftly over the most difficult terrain, their motion so smooth it seems almost unnatural. When in range of prey these bizarre vehicles will brace and charge their rear-mounted heat crucible: a crude but potent progenitor of the weaponry favoured by the naval fleets of the **Latin Alliance**. Powered by a battery of thermal crystals, the crucible generates heat roughly twice that of an oxy-acetylene induction forge, focusing this extraordinary power into an ultra-high-temperature beam of energy. Multiple Strike Creepers coordinate their fire, ensuring their volleys converge upon a single point. Woe betide anything struck by such concentrated devastation; steel armour runs like water, riveted hulls collapse in on themselves, while targets of flesh and bone are effectively vapourised.

It may surprise those who have seen them in action, but the Hephaestus-class was originally designed as an excavation engine. It was created to bore through particularly thick strata of ultra-dense metals and materials, such as those found in ancient volcano calderas or in the abyssal canyons of the deepest ocean trenches. Such environments—not to mention the extreme temperatures radiating from an active heat crucible—proved far too lethal for any human

pilot to endure. Pragmatic as ever, the **Enlightened's** bio-augmetic experts fabricated Constructs who could perform their duties for hours, even weeks, without recuperation or repair. Teams of these six-legged machines would methodically incinerate their way through blockages, leaving the Peer in charge to acquire the wealth or secrets buried beneath, once the site had cooled down.

It soon became clear that heat crucibles could be put to equally effective use in combat. Their superheated beams of energy proved capable of melting through the armour of almost any vehicle fielded by the Great Powers. Many Hephaestus engines were withdrawn from their mining duties and reclassified as Strike Creepers, and placed directly into active combat zones. Their Construct pilots were hastily reprogrammed to fulfil this new role, a process that proved surprisingly simple. Burning through dense layers of rock and crystal and melting enemy battle tanks into slag turned out to be remarkably similar tasks, from a behavioural automation point of view. Furnished with rudimentary target acquisition skills, Hephaestus Construct-pilots utilise their machine's supreme manoeuvrability to position themselves on the flank of their target. From such a vantage, they can blast away at the hapless enemy's vulnerable sections at will.

CAVALRY

K9 GUN DOG
PACK

MODELS 5 / 10 / 15

VPR 1 / 2 / 3

TRAITS Enlightened, Cavalry, Heavy

SPECIAL RULES Automata, Pioneers

ATTRIBUTES

SPEED	5"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	-
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-5	6-10	11-15	
RANGED (LIGHT)	6"/14"	3	7	9	Devastating
RANGED (HEAVY)	6"/14"	3	7	9	
MELEE	-	2	3	4	

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K9 GUN DOG PACK

Since ancient times, guard dogs have been used for protection by cultures all across the world. Consequently, it was only a matter of time before the Covenant of the Enlightened automated the process. There are more variants of K9 automata than perhaps any other, and, thanks to their comparatively simple programming cards, they can be easily produced, even by smaller manufacturing concerns.

A plethora of modular designs means that the K9 series of automata appeal equally to military contractors, private security details, and even well-heeled individuals, with a sliding budget scale for each. Broadly, they are split into two types, simply known as attack dogs and gun dogs. Attack dogs are just that, basic canine-sized automata that can be "armed" and wait, ready to chase away anyone without authority. These are now seen across the world, tirelessly protecting warehouses, prisons and even personal smallholdings. Some companies, such as **Bruder Bing** in **Nuremberg**, have even made small, non-aggressive versions of the automata to serve as pet substitutes.

The K9 Gun Dog is a different beast, so to speak. While there are similar alterations in design, and they are no less ubiquitous, this is a most assuredly military application of the design. Rivalling a pony in size, they are dogs in name only, being more akin to a huge hog or small bear than even the largest of Great Danes. This extra strength allows them to be equipped with some of the heavier and more destructive portable weapon systems on the open market. Flamethrowers, rocket launchers and gatling guns are popular choices. None of these armaments require precision to be effective, and their usual disadvantages (that they can be more dangerous to their wielder than their target in the wrong situation) are circumvented by the K9's mechanical nature.

Although the wider world utilises Gun Dogs sparingly to add firepower to specific units where needed, the Covenant are fond of gathering together whole packs of these dependable machines. Often given simple fire and forget instructions, they lope across the battlefield, closing with targets and firing until their ammunition is exhausted or the target is eliminated, whichever comes first.



CAVALRY



MONO CAV COHORT


MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS

Enlightened, Cavalry, Light

SPECIAL RULES

Construct, Hit & Run (5"), Locomotor Boosters, Vanguard (7")

ATTRIBUTES

SPEED	7"
DEFENCE	3
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	1

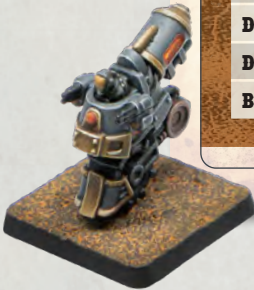
ARMAMENTS

RANGED (LIGHT)	8"/14"
IMPACT	-

MODELS

RANGE	1-4	5-8	9-12	QUALITIES
8"/14"	4	8	14	
-	2	4	6	

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MONO CAV COHORT

The Monowheeled Close Assault Vehicle makes use of a startling advance in gyroscopic engineering. One result of the Covenant's continuous experimentation with Element 270, more commonly known as **sturginium**, has been an infused bearing, suspended in a cradle, to reliably maintain its relative position according to the gravity of the earth. The upshot of this is that it may be used as an almost perfect stabiliser. A fortuitous side effect of this occurs when such bearings are created in groups. Then, they are capable of measuring and maintaining distance while within a definable range of each other.

This combination of properties, when correctly housed within the Mono CAV, allows them to remain stable on their singular wheel and, by shared information, maintain close formation. On the battlefield, this results in units of these unusual vehicles elegantly gliding along in perfect synchronicity, like flocks of murderous starlings murmuring their way to roost. Large tyres and advanced suspension systems keep the top halves in perfectly maintained lines as they search for appropriate targets.

Unlike the stiff-limbed machines so often used by the Covenant, Mono CAVs are almost hypnotic in their movements, especially in large numbers. High-velocity machine guns mounted alongside the pilot's housing allow them to make light work of infantry and unarmoured vehicles and, should a sturdier enemy present itself, they are perfectly capable of retreating, as a shoal of fish might avoid a predator.



CAVALRY

STRIDER
CAV COHORT**MODELS** 4 / 8 / 12**VPR** 2 / 3 / 4**TRAITS** Enlightened, Cavalry, Light**SPECIAL RULES** Construct, Irregular, Pioneers**ATTRIBUTES**

SPEED	6"
DEFENCE	3
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	1

ARMAMENTS

MELEE	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
-	5	11	17		Devastating, Suppressive



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STRIDER CAV COHORT

The Strider Close Assault Vehicle has been used on various battlefields thanks to its ability to cross almost any terrain, its excellence as a terror weapon, and its marked superiority over automata of a similar size. An ingenious melding of meat and machine, the Strider CAV pushes the limits of what can be achieved with Enlightened science. To realise the end goal of creating a fully compliant, task-focused tool for the service of the Covenant, the flesh of the donor body is riven with life support systems, biological inhibitors and bionic relays. The resulting mind - if it can indeed still be called such a thing - is dulled with sedatives until needed. In truth, even without such measures, its capability for rational thought is minimal.

Armchair philosophers are keen to debate notions of agency and personhood, although a Strider certainly does not fall within those parameters. The "public image concerns" around the CAV systems has been mitigated somewhat by various contracts, notices and concessions stating that someone interred into a Close Assault Vehicle is considered dead by any measure of the term and that they willingly signed their remains away before such an operation was performed. In this

age of science, it is still surprising to see how many said contracts are signed. Financial recompense to surviving family members surely has a great deal to do with it.

Fortunately for anyone working in the community outreach offices of a Promethean Complex, Strider CAV and their ilk are usually sent far away from any local populations, either due to the various conflicts that the Enlightened must deal with or to manage more hazardous industrial concerns. The Strider CAV is a weapon ideally suited for close-quarters combat; its armoured form protected from all but the heaviest man-portable weapons. A net launcher mounted beneath the pilot can deal with any rambunctious enemies without immediately harming them. In contrast, its powerful foreclaws can deal devastating blows to steel and flesh alike.





ARMOUR

ATLAS HEAVY ASSAULT WALKER


MODELS 1 / 2

VPR 6 / 8

TRAITS

Enlightened, Armour, Heavy, Sturdy, Transport, Peer

SPECIAL RULES

Assault Ramp, Capacity (8), Large, Manufacturer (Scuttler), Peer Review (3"), Restricted Access (Scuttler), Spectacular Demise (8), Stilted (2)

ATTRIBUTES

SPEED	5"
DEFENCE	3
DAMAGE LIMIT	10
DISCIPLINE	8
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS		QUALITIES
		1	2	
RANGED (LIGHT)	4"/8"	6	10	
RANGED (AERIAL)	6"/12"	8	16	Turret
MELEE	-	12	16	Devastating, Suppressive

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ATLAS HEAVY ASSAULT WALKER

The ground shudders and trembles as the massive form of an Atlas Heavy Assault Walker strides into battle, its metallic carapace alive with the skittering motion of thousands upon thousands of **Reclamator Constructs**. Locking its armoured legs in place, this titan begins to shudder and jerk in a bizarre dance. Cybernetic arthropods gush from its belly in an endless tide, carpeting everything in their path—living or otherwise—and breaking it down into a blend of organic and metallic matter. Anything sufficiently well-protected to survive the attention of the Reclamators must face the wrath of their mother-craft; with great strides the Atlas closes with its prey, seizing tanks and other vehicles with its sturgenium-edged pincer-claws and methodically peeling them apart.

The Atlas is a truly terrifying creation based on design schematics acquired by **Laud Bagayogo**, master of *The Spoil*. The Lagosian Peer invested heavily in the first prototype. It was built under contract by the **Ivaldi**—a group of Enlightened warsmiths operating out of *Kryptos Shell*, their hidden Promethean laboratory beneath the Greenland ice wastes. Originally the Atlas was intended to serve a purely non-combat role, but Bagayogo had grander plans and directed the Ivaldi to incorporate Canceris burrows into its casing. The terrifying effectiveness with which the unleashed Reclamator Constructs broke down

organic and mechanical structures meant that it was all but inevitable that the concept would be adapted for a military purpose. The Atlas was first fielded during the so-called "*Purge of the North*" launched by agents of the **Teutonic Order** in 1870. Caught unawares by this surprise offensive during a field test in Greenland, the Ivaldi were forced to use the most convenient weapon of mass destruction close at hand. The Atlas demonstrated an entirely new use for its industrial capabilities, sending forth wave after wave of Reclamators to dismantle a full Prussian armoured corps from tooth to sprocket.

A number of **Peers** have since licensed and negotiated their own variant of the core Atlas model, using them as the centrepiece of various expeditionary forces. Feeling untouchable within their slow scuttling fortress, these Lords and Ladies of the **Enlightened** oversee the elimination of any opposition, directing hosts of Construct minions to do their bidding. Formidable as Heavy Assault Walkers are, however, they are not invincible. The atomic engine that powers them is especially vulnerable to heavy fire. If a stray round penetrates the core, it has been known to erupt in a great, fiery mushroom cloud, levelling everything within close proximity.

ARMOUR



CALLISTO ASSAULT GATHERERS

2



MODELS 2 / 4 / 6

VPR 4 / 5 / 6

TRAITS Enlightened, Armour, Heavy

SPECIAL RULES Hunter, Overrun, Stoic Defence

ATTRIBUTES

SPEED	5"
DEFENCE	3
DAMAGE LIMIT	3
DISCIPLINE	5
BREAK LIMIT	-

ARMAMENTS

	RANGE	1-2	3-4	5-6	QUALITIES
MELEE	-	6	11	16	Precision

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CALLISTO ASSAULT GATHERERS

The Covenant of the Enlightened rarely involve themselves in conflicts for the same reason as the other Great Powers. Territory means little to them unless a Promethean Complex itself is under attack, tithes and contracts simply being redrawn if a nation changes rulership, as a Peer is more valuable as an ally than an enemy. Notions of loyalty to a state are largely moot to a member of the Covenant and petty motivations, such as enduring hate, are typically seen as beneath them. The most common reason for Enlightened forces to give battle is one of simple resources. Mineral-rich tracts of land, industrial sectors, even verdant areas of unusual wildlife; all might be seen as within the purview of a particular Peer. Generally, this does not even lead to battle. Unless the area is actively guarded, an Enlightened force could arrive, strip it bare and leave within the day, thanks in no small part to the Callisto Assault Gatherer.

Created in huge numbers at the direction of **Land Bagayogo** for *The Spoil*, the original Gatherer was simply a portable, tracked vehicle that could use its levered arm to excavate earth and lift objects into an open container at its rear. Over many iterations, and

thanks to later developments from **Wells Chasm** and the *Tower of Scales*, it seems to have conformed to the natural laws of carcinisation. The current model of Gatherer utilised across the Covenant resembles nothing more than a crab, its squat, multiple-legged body and extending clawed arms give it the appearance of something alive.

This is partly thanks to the co-pilot's responsive apparatus, which allows their hand movements to be replicated by the vehicle's claws, a feedback system that gives these mechanical limbs an organic and flowing movement. It is capable of even grabbing moving targets out of the air and can tear through armour as easily as it does flesh. Be it rare and fascinating rocks, the steel plating of tanks or recently dead persons, nothing is safe from the iris opening of a Callisto's storage unit!





ARMOUR



DEIMOS GUARDIAN TRIPODS

3

MODELS 2 / 4 / 6

VPR 4 / 5 / 6

TRAITS Enlightened, Armour, Heavy

SPECIAL RULES Sponsons (3), Stalker, Stilted (1)

ATTRIBUTES

SPEED	6"
DEFENCE	3
DAMAGE LIMIT	3
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	3"/6"	3 (6)	7 (12)	12 (18)	Point Blank
RANGED (AERIAL)	6"/12"	4 (6)	8 (12)	12 (18)	Lock On, Point Blank
IMPACT	-	3	5	7	

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DEIMOS GUARDIAN TRIPODS

Sturgeon's expedition to Wells Chasm changed the world in countless ways. The discovery of the source of Element 270, which he named **sturginium**, advanced engineering immeasurably. From alloying and electroplating to molecular infusion and aetheric bonding, sturginium has allowed for lighter and stronger construction. At the same time, the ability to alter a substance's conductivity has improved research into voltaic forces. In short, Element 270 helped usher in what the detractors of the Enlightened term the "Dystopian Age".

As Sturgeon's Dystopian Age presses ever forward, mastery of the skies has become vital to the war efforts of the Great Powers; in response, the Covenant of the Enlightened has created the Deimos Guardian Tripod. This stoic and alien contraption marries the adaptability and accessibility of the other Tripod forms with a dual-barreled charge emitter capable of filling the skies with explosive blasts of energy at a rate of 260 bursts per minute. With the shockwave generated by this potent weapon damaging aircraft in a manner comparable to a traditional anti-air gun, the instantly recognisable, white bursts can temporarily blind anyone foolish

enough to look directly at them, something that has caused careless pilots to crash far more than the opponents of the Enlightened would care to admit.

The steersmen of all classes of tripods benefit from a more refined class of augmentation, allowing them to communicate with their machines in ways more subtle than the direct input of the pilot or gunners. Nerve endings and musculature are often fused with wire and cable to create response boosters and feedback amplifiers that make the tripod more of an extension of the steersman rather than a clumsily driven vehicle. Deimos controllers in particular, have a tendency to show off. They often display this unparalleled control of their machines through their suite of targeting sensors, range finders and inertial prediction engines that feed through its Nousphere. These are far beyond anything the other Great Powers can produce, largely thanks to the findings in the **Vault**.

A Deimos can acquire a bead on a flying target, even while manoeuvring at maximum speed itself. This has led to the steersmen of Deimos using a particularly unpleasant sobriquet for their airborne quarry: slugheads.



ARMOUR

HYPERION HEAVY BATTLE WALKER

3



MODELS 1 / 2

VPR 6 / 8

TRAITS

Enlightened, Armour, Heavy, Sturdy, Peer

SPECIAL RULES

All-Out Attack (2), Iron Resolve, Large, Peer Review (3"), Stilted (2), Spectacular Demise (8)

ATTRIBUTES

SPEED	5"
DEFENCE	3
DAMAGE LIMIT	10
DISCIPLINE	8
BREAK LIMIT	-

ARMAMENTS

RANGED (LIGHT)	6"/10"
RANGED (HEAVY)	8"/22"
RANGED (AERIAL)	6"/12"
MELEE	-

MODELS

	1	2
1	8 (12)	12 (16)
2	8 (12)	12 (16)
3	8	16
4	8	12

QUALITIES

Overcharge, Point Blank, Suppressive

Overcharge, Point Blank, Turret

Turret

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HYPERION HEAVY BATTLE WALKER

On four plodding legs, the Hyperion Heavy Battle Walker stomps forth, surrounded by a horde of Constructs. From her perch within its observation dome, a **Peer** looks forth, grinning ear to ear as she carefully selects which of her numerous field-tests to perform first. A squadron of enemy battle tanks trundles into view, and the decision is made: how could it ever have been anything but her newly theorised "*Obliteration Procedure*"? The Hyperion surges forth, firing beam after beam of deadly plasma, its generators overcharging as far as they will go. Some capacitors give out, detonating under the stress, but the tank squadron is certifiably obliterated. The test is, overall, a success.

To those Peers who own one, there is nothing more beautiful than the Hyperion Heavy Battle Walker. First and foremost they are mobile laboratories, allowing their masters to pursue the mysteries of science and experimentation amidst even the most dangerous of combat zones. Their hulls are designed to generate energy by absorbing the power of the sun itself, ensuring that a Hyperion can remain active for extremely long periods of time without ever having to return home. With each Hyperion acting as an expression of the singular mind at its helm, they are often equipped with experimental (even by **Enlightened** standards) weapons, and sent forth to test unproven combat theories in the field.

One Hyperion, *The Throne of Invention*, piloted by the firebrand **Lord Harley McNab** from the *Point Crook Promethean Complex* in Australia, demonstrated the potential of this improvisational quality particularly well. Harley had been returning from an expedition to Antarctica when he was set upon by a small force sent by the **Celestial Emperors**. The attackers were confident that there was little the single heavy walker could do against their massed troops. They could not have been more wrong. With a weight of fire belying even the Hyperion's impressive size, Harley drowned his attackers in plasmic fury. Their return fire was turned aside by a sudden burst of entropic shielding. Whatever wounds were inflicted by the few shells that managed to puncture through both the shield and the reinforced hull beneath healed over in uncanny fashion, much to the **Fangun** commander's horror.

Even as a squadron of **Doksuri Fighters** arrived to provide air support, the Hyperion did not cease. As if gripped by sudden inspiration, for the vehicle had surely not been prepared for such an attack, its top-mounted etheric javelins swivelled to and tore apart the squadron in a single burst. The **Empire** was forced to retreat in disarray, Harley laughing with delight even as his Constructs obediently addressed the litany of internal damage resulting from his over-enthusiastic pushing of the walker's systems.



ARMOUR



MARS BATTLE TRIPODS

3

MODELS 2 / 4 / 6

VPR 4 / 5 / 6

TRAITS Enlightened, Armour, Heavy

SPECIAL RULES Sponsons (3), Stilted (1)

ATTRIBUTES

SPEED	6"
DEFENCE	3
DAMAGE LIMIT	3
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	3"/6"	3 (6)	7 (12)	12 (18)	Point Blank
RANGED (HEAVY)	7"/20"	4 (8)	8 (14)	13 (18)	Overcharge, Point Blank, Turret
IMPACT	-	3	5	7	

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MARS BATTLE TRIPODS

The Mars Battle Tripod was named for the planet Mars, and like that celestial body, it also shares its name with the Roman god of war. Like an imposing three-legged monument to war, the machine towers over the battlefield, its elegant stride belying its swiftness. The Mars-class Tripod is a respected tool for the **Enlightened Scientific Custodial Forces**, and rightly so. Its particle beam weapons exemplify destruction on a scale that almost appears otherworldly. Should the enemies of the Covenant provide a tougher nut to crack, the steersmen mounted in the head of this loping machine direct their weapons to burn ever brighter. Systems may occasionally be overloaded, but the inevitable repairs are a small price to pay to dominate their foes and prove themselves masters of the battlefield.

The Vault at the heart of Wells Chasm contains a metaphorical orchard of the biblical Tree of Knowledge. The advances in science and engineering are vast and without precedent at any point prior in human history. Lord Barnabus Sturgeon and his Custodian faction knew that such extra-terrestrial knowledge came without the cultural, historical and ethical baggage that all other advances have been shackled to. To that end, it was right that such paradigm-shifting evidence be guarded from outside interference. Sturgeon understood weaponised breakthroughs might be indiscriminately unleashed upon anyone and trigger a world war of apocalyptic proportions. Nowhere is this secretive custodianship more vital than in relation to one of the most significant discoveries from the Vault: that it is a tomb of non-organic intelligence.

The machines employed by the Enlightened often rely on a unique blend of systems and technologies. These intricate mechanisms are closely guarded secrets, known only to their creators and barely understood by the wider Covenant. This knowledge gap resulted in a critical operational challenge, necessitating an unworkable number of specialists to manage each piece of scientific weaponry. This obstacle was overcome by a discovery in **Chamber 212**, located deep within the Vault. Leonidas Vasiliou discovered hundreds of transparent geodesic polyhedrons containing swirling green smoke that glowed with an inner luminescence. Vasiliou named these orbs the **Prasinos Nouspheres** and, over the following weeks, determined their basic function, making copious notes on the shifting light patterns being linked to communication. Finally, the lure of making more extraordinary discoveries became too much, and Vasiliou gave over their study to his friend Sturgeon while he ventured further into the Vault, ultimately never to return.

Nouspheres proved to be potent computational devices that surpass even the Covenant's expert mathematicians. They are essential for the Enlightened to manage their advanced technology, but the average Covenant citizen cannot handle such complex tasks. Vasiliou's legacy to the Covenant, these devices, especially the Prasinos Nousphere, have revolutionised the Covenant's technology and are now crucial for operating sophisticated machinery like warships and walkers, replacing entire technician teams.



ARMOUR



PHOBOS ASSAULT TRIPODS

3



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS

Enlightened, Armour, Heavy

SPECIAL RULES

Sponsons (3), Stilted (1), Throw (6)

ATTRIBUTES

SPEED	7"
DEFENCE	3
DAMAGE LIMIT	3
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	3"/6"	3 (6)	7 (12)	12 (18)	Point Blank
MELEE	-	3 (5)	5 (7)	7 (12)	Penetrating, Wreckers

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PHOBOS ASSAULT TRIPODS

While **sturginium** can certainly make otherwise mundane alloys remarkable, that is far from its only use. Sometimes, mere proximity to the element produces a useful effect. Steel which is electrically charged during the hot-rolling process, while simultaneously being passed through an aperture lined with sturginium-alloy, is molecularly aligned so that it becomes incredibly flexible without losing any of its hardness. As such, it is perfect for the creation of adaptable tubing. This was the main discovery that allowed the creation of the Phobos Assault Tripod, a variant of the Mars-class machine.

While Covenant tripods often excelled at long-range combat, their vulnerable legs make them susceptible to close-range attacks. The Phobos, with its devastating assault claw, provides the ideal solution. It can swat aside smaller enemies with a single strike and effortlessly tear through armour, making it a formidable force in close-quarters melee.

The **Prasinos Nousphere** within each tripod assists in coordinating the plethora of disparate systems and mechanisms that make these mechanical marvels possible. **Vasilious'** initial findings were greatly expanded upon by other Peers leading to the creation of the steersman concept.

The steersman in each machine is an individual who has proven adept at interpreting the shifting shapes and lights displayed within each Nousphere. It is a bond or link that takes much of the research into the realm of

parapsychology, as it is believed by some that the connection is a form of empathy or even telepathy. This is intrinsically tied to the apparent personality of each Nousphere and by extension, each machine the Nousphere is bound within. Though Enlightend machines still have gunners, engineers, and a pilot or driver, along with other crew, the steersman often carries out the primary actions.

A capable steersman only requires the assistance of the rest of the crew with supporting actions to prevent any given situation from overwhelming the steersman. With the Phobos Assault Tripod, if the battle lasts for an extended period, a pilot might find the controls suddenly wrenched from their hands. The machines seem to make some instinctive actions of their own volition, particle beams firing at targets the gunners cannot see and pincer claws throwing the detritus of combat at their enemies. As the pilot wrestles back the controls, the steersman is left to calm the consciousness of the machine as it recovers from its exertion.

Of particular note, during one Enlightened resource-gathering expedition to **South Africa**, a squadron of Phobos Assault Tripods unexpectedly emerged from a river to surprise and outflank the Monarch Landship, **Radiant Glory**, damaging it beyond repair. Any **Crown** reinforcements attempting to rescue the great machine were sent away with the disrespect of having parts of their own landship used as ammunition against them.



ARMOUR



UNDERTAKER AUTOMATA SERVITORS

3

MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS

Enlightened, Armour, Heavy

SPECIAL RULES

Automata, Flexible Programming, Jamming (3"), Stilted (5), Throw (6)

ATTRIBUTES

SPEED	7"
DEFENCE	3
DAMAGE LIMIT	2
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

RANGED (LIGHT)	6"/6"
MELEE	-

MODELS

RANGE	1-2	3-4	5-6	QUALITIES
6"/6"	4	8	12	Torrent, Turret, Suppressive
-	5	10	15	Precision

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UNDERTAKER AUTOMATA SERVITORS

In recent years, the **Covenant of the Enlightened** has made great strides in the field of automated behaviour modification. The Undertaker Automata Servitor represents the pinnacle of this art. Gambolling into battle on telescopic tentacle-limbs, the Undertaker presents a somewhat ungainly profile. Any opponent foolish enough to underestimate it, however, is soon made aware of their misjudgement; aggressors are subjected to a sonic blare from the automaton's emphatic vocaliser, warning them to lay down their arms or face "*forceful pacification*". This deafening blast alone is enough to burst the eardrums of most humans. Followed up by a clubbing blow from a carbon-steel manipulator, it is usually sufficient to put an end to any potential combat scenario.

Despite the funereal resonance of the name, "Undertakers" in fact refers to their ability to perform almost any task required of them, from the swift elimination of dangerous foes, to the transport of highly delicate machinery, and the surveying of unexplored lands. In order to enact the appropriate subroutines for each task, the Undertaker must use one of its manipulators to remove a data wafer from its cranial slot, before selecting a replacement with the required behaviour pattern imprinted upon it. Though simple enough, this system is prone to the odd hiccup.

The so-called "*Brain Collector*" of West Antarctica is a rogue Undertaker that had its cranial chamber dislodged by a blow from a **Azhdaya Berserker**, losing a vital data wafer in the process. Desperately seeking its lost orders, the Brain Collector continues to stalk the wilderness of the southern pole, ambushing other automata and stealing their databanks—and occasionally digging around in the brain of any humans it comes across, just in case they have anything useful in there.

In battle, Undertakers act with methodical efficiency, focusing upon solving one problem at a time. When they activate their combat automation wafer, their attitude will shift from blandly polite to murderous, as they unleash menacing blurts of sonic noise designed to unnerve foes. Their telescopic legs grant them a bizarre, lolloping gait, allowing them to clamber over obstacles or even scale larger enemy war machines, reaching targets that presumed themselves safe behind cover. Undertakers will barrel into combat without the least care for their own safety, pummeling, choking, and crushing anything within reach. Should the situation call for it they can also release a stream of scrambled machine-noise that interferes with nearby mechanisms and phonic communicators, ensuring that the Enlightened has the edge when the shooting starts.



ARTILLERY



ENCELADUS MORTAR CRAWLERS

2

MODELS 2 / 4 / 6

VPR 4 / 5 / 6

TRAITS Enlightened, Artillery, Heavy

SPECIAL RULES Cumbersome, Hit & Run (3")

ATTRIBUTES

SPEED	5"
DEFENCE	3
DAMAGE LIMIT	3
DISCIPLINE	5
BREAK LIMIT	-

ARMAMENTS

RANGED (LIGHT)	6"/20"
RANGED (HEAVY)	6"/20"
RANGED (AERIAL)	8"/16"
IMPACT	-

MODELS

RANGE	1-2	3-4	5-6	QUALITIES
6"/20"	6	11	17	Indirect, Siegebreaker
6"/20"	3	7	12	Indirect, Suppressive
8"/16"	3	7	9	
-	2	4	6	

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ENCELADUS MORTAR CRAWLERS

The crablike body of the Enceladus Mortar Crawler includes a task-locked gunner. The gunner is augmented to such a degree that they might be considered less than human by the more callous observer. Hard-wired into the Enceladus itself, this will inevitably be their last assignment, their mind focused solely on acquiring firing solutions for the mortar while their reflexes are attuned to reloading the weapon. To them, this is as natural as blinking; just as a dry eye prompts the eyelids to close, so does an emptied weapon prompt a reload. As far as tests can confirm, there are no emotions from the construct after being joined with the mortar, as most of their higher brain functions are necessarily cauterised away.

While the firing mechanism itself is not unusual - a standard shell fired by exploding propellant - the warhead is no less esoteric than other Enlightened innovations. A condensed methanol compound, distilled through an ionised copper-sturginium alloy mesh, is dispersed and ignited across a large area once the shell explodes. The resultant flame burns incredibly strong but more incredible is the lack of visible flame.

Victims of the awful weapon can be seen scorching, screaming and writhing in pain while their flesh

burns away with no apparent cause. A terror weapon in the most literal sense, the first targets of the Enceladus are sometimes the last, as seeing comrades slowly and agonisingly burn away has led to more than one surrender from opposing forces.

From a scientific perspective, there is a fascinating side effect of the compound used in the shells fired by the Enceladus. The cloud of flaming gas continues to burn invisibly for some time. Tests show this can happen for hours in ideal conditions, slowly breaking down the bonds in surrounding water vapour and using the resultant hydrogen and oxygen to continue burning.

As this happens, the cloud is surprisingly stable, maintaining its relative position. One upshot is that a 'skyfire' shell has been developed. This can be fired high in the air, where it explodes, apparently harmlessly, the cloud of unseen flame waiting until an aircraft passes through it. The resultant detonation of the plane is sudden and spectacular. If fired upon a standing structure, all that may be visible is the heat haze and the charring of exposed wood. Theoretically, the heat of such a concealed conflagration prevents anyone from getting too close... Although there are always brave souls, willing to rush in where angels fear to tread.

ARTILLERY

EUROPA
ARTILLERY CRAWLERS

2



MODELS 2 / 4 / 6

VPR 4 / 5 / 6

TRAITS Enlightened, Artillery, Heavy

SPECIAL RULES Cumbersome, Hit & Run (3")

ATTRIBUTES

SPEED	5"
DEFENCE	3
DAMAGE LIMIT	3
DISCIPLINE	5
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	4"/24"	4	8	12	Indirect
RANGED (HEAVY)	4"/24"	6	11	16	Indirect
IMPACT	-	2	4	6	

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EUROPA ARTILLERY CRAWLERS

The Europa Artillery Crawler marries some of the more boundary-pushing examples of Enlightened engineering with the more conventional weaponcraft used by all the Great Powers. Firing 75mm shells at a range up to a kilometre, they are some of the most refined guns of their kind. Strange in their mundanity when compared to the more esoteric devices utilised by the Covenant, they are expertly produced, reliable and possess the ability to fire both armour-piercing and high-explosive ammunition.

Warmaster Schneider has stipulated that they be available to all Conservators, as he is aware of the individual foibles and eccentricities of the cliquish and stubborn Peers. He hopes that the widespread use of the Europa across Covenant forces will prevent dependence on more unreliable, if effective, inventions.

The base of the Artillery Crawler is an adaptation of the tripod design deciphered during the earliest excavations of **Wells Chasm**. Tripods, while imposing, have a tendency to become unbalanced when firing weapons with a substantial recoil, such as artillery guns.

To this end, four shorter legs were designed, along with a complementary pair of pincers that are capable of digging into the ground and stabilising the weapons platform. This has been so effective that it has now become a standardised blueprint for all other forms of crawler employed by the Covenant, such as the equally squat **Enceladus** and **Callisto**.





ROTORCRAFT



PANDORA TRANSPORT ROTORS

6



MODELS 1 / 2 / 3

VPR 3 / 4 / 5

TRAITS

Enlightened, Rotorcraft, Aerial, Transport

SPECIAL RULES

Adaptable Deployment, Ammo Supply (Enlightened), Assault Ramp, Capacity (8), Carrier (Cavalry), Dynamic Entry (3"), Flying

ATTRIBUTES

SPEED	8"
DEFENCE	3
DAMAGE LIMIT	4
DISCIPLINE	6
WEAK LIMIT	-

ARMAMENTS

RANGED (LIGHT)

	MODELS			QUALITIES
RANGE	1	2	3	
4"/8"	3	6	9	

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PANDORA TRANSPORT ROTORS

A n ear-rattling mechanical drone drowns out the sound of screams and gunfire as a flight of Pandora Transport Rotors soars low and gracefully over the battlefield. Circling to identify the best landing zone, these disc-shaped craft slowly descend, bringing their bulky, underslung cargo-shipping pods to rest upon open ground. No sooner have they come to a rest than the mag-locked doors of each container yawn open. A great host of infantry comes charging forth with particle rifles blazing, supported by rangy war machines and determined to swing the tide of battle in favour of the **Enlightened**. As the Pandora lifts off again, its hull-mounted beamers spit fiery death down upon targets of opportunity, covering the advance of its freshly delivered reinforcements.

The Covenant of the Enlightened extracts an unimaginable amount of resources every day from its globe-spanning network of mining complexes and excavations. It also transports a similarly staggering number of newly fabricated machines between pillar and post. The Pandora is a bulk hauler designed to expedite such logistical challenges, providing a fast and efficient method of getting assets to wherever they are most urgently needed. State-of-the-art gravitic repulsor engines grant the Pandora stable vertical and horizontal flight. Pandora pilots have been known to execute "*freefall drops*" when time is of greater value than the risk of passenger attrition.

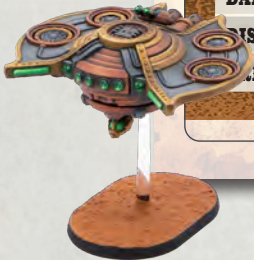
When such an equation is necessary, the clamps are released, ensuring that the vital supplies and reinforcements packed into the storage containers arrive almost instantly at the engagement area, thanks to the judicious application of gravity.

Designed and constructed in the **Promethean Complex** known as *Folly's Reach*, on the west coast of Greenland, where a significant percentage of all Enlightened industry is concentrated, these devices generate sufficient force to lift many tonnes of stowage. This is more than enough for a Pandora to serve as a combat transport for the **Enlightened Scientific Custodial Force** if necessary. For the poor **Citizen-Soldiers** forced to board a transport rotor's gloomy hull, the journey is far from comfortable, but the rotorcraft's manoeuvrability at least means they can be deposited directly atop a somewhat defensible position.

Once its complement of troops and larger war machines has been deployed, the Pandora will typically remain in the field as a makeshift munitions dump and storage depot. A single machine can keep a battalion of ESCF troops supplied for over a month, while other rotorcraft bring in a steady stream of reinforcements. During the eight-month siege of **Extraction Site 291** in Greenland, a wing of Pandoras flew in sufficient materials and armed labourers for the Enlightened defenders to essentially construct their own fortress-laboratory under fire, much to the impotent fury of the **Union** forces sent to dislodge them.



ROTORCRAFT



SELENE ATTACK ROTORS

6



MODELS 1 / 2 / 3

VPR 3 / 4 / 5

TRAITS

Enlightened, Rotorcraft, Aerial, Peer

SPECIAL RULES

Adaptable Deployment, Dynamic Entry (3"), Flying, Peer Review (3"), Shrouded

ATTRIBUTES

SPEED	8"
DEFENCE	3
DAMAGE LIMIT	4
DISCIPLINE	6
WEAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
RANGED (LIGHT)	4"/8"	3 (6)	6 (10)	9 (14)	Point Blank, Turret
RANGED (HEAVY)	6"/10"	4 (6)	7 (10)	10 (14)	Overcharge, Point Blank, Slow to Fire, Turret
RANGED (AERIAL)	4"/8"	4	8	12	Turret

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SELENE ATTACK ROTORS

On thrumming rotorblades, the Selene Attack Rotor drops through the clouds, the force of its arrival scattering its unsuspecting prey like a hurricane. It buzzes through the air, scoring raking tracks through the earth as its gyroscopic molecular atomiser swivels, each beam reducing ranks of infantry to dust. The terrified defenders fire back, rockets and anti-aircraft guns working in concert to bring down their disc-shaped assailant, but to no avail. The Selene's form shimmers and shifts, its iridescent hull twisting light so as to appear as though it is in multiple places at once. Shots go wide, or plink off the saucer's shell, as all the while its **Peer** captain laughs, secure in the proof that his vessel is beyond the comprehension of lesser minds.

Theia Anagnos first developed the Selene in the **Promethean Complex** of *Leonidas Spire*, where the vehicle's invention earned her a seat on the Complex's ruling council. Its development had, at first, been borne primarily out of frustration. **Peer Anagnos' Sickle Gyro CAV Cohorts** had been earning her ire for quite some time. With their immense speed, they were forever outpacing the other elements of her expeditionary forces, stretching her ability to exert control or—more importantly—make useful field notes on their battlefield performance. The first Selene was thus crafted so that she might keep pace with these faster elements of her exploration forces. Quickly, though, Theia became enamoured with the singular feeling of flight, and the Selene became a project in and of itself.

Inspired by stories of the eponymous moon goddess of ancient Greece, Theia began to view her rotorcraft as her deific chariot, and herself as a soaring goddess. Of course, when her prototype Attack Rotor was shot down by a patrol of **Deimos Guardian Tripods** belonging to a rival associate, this self-image was challenged. In a fit of fury at this insult, Theia devoted the next four years of her life to developing the **Selinófoto Generator**, able to warp the light around her rotorcraft, shrouding its form in shimmering duplicates. The first person to see this invention in action was that same rival associate, now a short-lived Peer, whose **Hyperion Heavy Battle Walker** was expunged from reality when she piloted a squadron of her newly improved design to exact her revenge.

The Selene Attack Rotor is now extremely popular in **ESCF** cohorts around the world. So long as a Peer is willing to assuage the recently promoted Peer Anagnos' ego with gifts, platitudes, and a promise to cite her in whatever articles they write for the next five years, she is happy to lease schematics to their design. The secrets of her **Selinófoto Generator**, however, remain closely guarded, ensuring that nobody may eclipse her importance. In spite of these stipulations, it is telling that so many other Peers are willing to swallow their pride and acquiesce in exchange for even a single squadron of her magnum opus.



ROTORCRAFT



SICKLE GYRO CAV COHORT

3



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS

Enlightened, Rotorcraft, Aerial

SPECIAL RULES

Construct, Flying, Hit & Run (7"), Vanguard (12")

ATTRIBUTES

SPEED	10"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

RANGED (LIGHT)	6"/9"
RANGED (AERIAL)	6"/9"

MODELS

RANGE	1-2	3-4	5-6	QUALITIES
6"/9"	4	10	15	
6"/9"	5	11	16	

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SICKLE GYRO CAV COHORT

There are always those looking to push boundaries further and be noticed in a world where remarkable contraptions, such as the **Mono** and **Strider CAV**, walk the earth. In the case of the Prussian scientist **Ludwig Berblinger**, it was the notion of "walking the earth" that he sought to challenge. He was declared persona non grata by the **Teutonic Knight Luminaries** after his demonstration crashed their prototype **Jaeger** aerial destroyer, so Berblinger joined other ostracised Prussian intellectuals in turning to the Enlightened. His greatest offering was the Sickly Gyro CAV, a feat that Berblinger was certain would fly into a future where his genius eclipsed all others.

The Sickly's surgically-modified pilot is divested of any unnecessary surplus weight, the better to avoid upsetting the craft's delicate balance, before being permanently installed into its dorsal socket. After several spectacular failures, the final design was adopted across the Enlightened's holdings, where it found use in squadrons as reconnaissance craft and mobile weapons platforms. The Sickly's gyro-stabilised engines, refined from the drives used in the larger **Scythe** drone fighter, allow the nimble craft to speed through the air as easily as it can hover in place.



AIRCRAFT



SCYTHER DRONE SQUADRON

8



MODELS 1 / 2 / 3

VPR 2 / 3 / 4

TRAITS

Enlightened, Aircraft, Aerial

SPECIAL RULES

Brake Turn, Fiery Demise (5), Flying, Rapid Response

ATTRIBUTES

SPEED	.1"
DEFENCE	2
DAMAGE LIMIT	3
DISCIPLINE	5
BREAK LIMIT	-

ARMAMENTS

RANGED
(LIGHT/HEAVY)

RANGE

.1"/10"

MODELS

1

2

3

QUALITIES

Coruscating, Overcharge

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SCYTHER DRONE SQUADRON

The Enlightened are known the world over for their visually striking, bleeding edge designs, frequently blurring the line between machine and crew. Like so many innovations of the **Covenant**, the Scythe Drone began as a disparate collection of blueprints, abandoned experiments and mechanisms, all brought together by a singular vision.

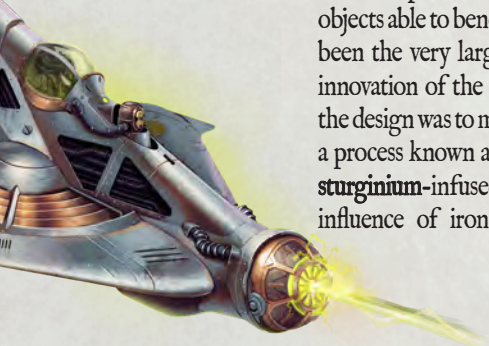
The **Sickle Gyro CAV** was one of the first flying machines in the world not held aloft by dirigible or aerofoil engineering, spinning rotors allowing it to hover in place or fly in any direction with equal ease. Of course, as the skies became more and more crowded, the **Peers** of the Enlightened understood that the venerable Sickle was in danger of becoming obsolete. A more advanced form of aircraft was needed. Repulsor generators, combined with advanced forms of materials science pioneered in the **Katorga**, provided the breakthrough needed to make theory a reality.

The square-cube law has proved troublesome to engineers wishing to create repulsor generators. The larger a thing is, the more powerful the engine required to lift it. The only objects able to benefit from such generators have therefore been the very large or the very small. This is where the innovation of the Scythe Drone comes in. Every goal of the design was to maximise power and minimise weight. By a process known as "*persistent gravi-magnetic repolarisation*," **sturginium**-infused electromagnets increase the magnetic influence of iron while simultaneously decoupling its

relationship with gravity. This has the result of making the resultant steel incredibly light, yet also superconductive.

In test flights, these repulsor generators showed marked improvement. The downside, however, was that pilots were often rendered unconscious by their own generators' powerful magnetic fields. The use of augmented pilots was the obvious solution, their desensitised minds and vestibular system insulating them against external imbalances. In fact, the less of the original cerebral cortex that remained, the more reliable the results. This has led to "Scythe Drone pilot" being a productive use of otherwise mortal head wounds for the **Citizen-Soldiers** of the Enlightened.

While extremely lightweight, the Scythe Drone still requires an outrageous amount of energy for its size, a problem exacerbated still further by the power-hungry particle beamer mounted in its nose. A formidable weapon capable of instantly sublimating matter into gas, the Scythe's particle beamer explosively breaks open molecular bonds, reducing biological targets and armour alike into a grey, paste-like, monomolecular slurry. The Scythe's energy needs are met by a stripped-back version of the atomic generators seen on naval vessels. Efforts to minimise its size have led to a system with little redundancy and minimal radiation shielding. Lead-lined hangars mitigate against the more harmful effects while on the ground, but Scythes have a tendency to explode spectacularly when shot from the sky.





ARMoured CLASH

BOONS

Boons are a collection of abilities, upgrades and Special Commands that can be purchased as part of a General's Force. These are designed to provide Generals with more tactical options and help them to reach their Points Limit. Each Boon can only be taken once per Force.

FORLORN HOPE (15 POINTS)

A single unit in the General's Force that has been deployed at the start of the Clash gains the *Vanguard* (X") special rule, with an (X) value 2" higher than its Speed. (For example, a unit with Speed 6" would gain the *Vanguard* (8") special rule.

If the chosen unit already has the *Vanguard* (X) special rule it uses the highest (X) value of the two available.

SEEDED SWARMS (15 POINTS)

All *Scuttler* units in this Force gain the *Ambushers* special rule (see *Ambushers* in the *Glossary of Special Rules & Qualities*) for the duration of the Clash.

READY FOR ANYTHING (20 POINTS)

A single unit in the General's Force that has been deployed at the start of the Clash begins the Clash with the **On Lookout** status.

COUNTERCHARGE (30 POINTS)

Once per Round, the General can issue this **Special Command** to one of their units that has the **On Lookout** status, in place of declaring **Opportunity Fire**.

If the Command is successfully issued, the unit immediately makes a **Charge** manoeuvre, ending in contact with the active enemy unit. Then, this unit immediately makes a **Close Quarters Attack**. (The active enemy unit can **Retaliate** as normal, if it has a Melee attack.) After doing so, this unit loses its **On Lookout** status.

This effectively counts as declaring Opportunity Fire, meaning that a General cannot use this Special Command and Opportunity Fire in the same turn. Note that if the unit is not able to end its Charge manoeuvre in contact with the active enemy unit, this Special Command cannot be issued.

ENTROPIC SHIELDING (40 POINTS)

This is a **Special Command** that can be issued to a unit of *Enlightened Armour* or *Artillery* that is the target of a **Ranged Attack**, before any dice have been rolled. It can only be issued once per Round.

If the Command is successfully issued, this unit gains the *Durable* special rule for the duration of the **Ranged Attack**.

HEADSTRONG COMMANDER (45 POINTS)

During the **Draw Cards** step of each **Ready Phase**, after drawing cards from their **Command & Conquest** deck, the General can choose to draw one additional card and add it to their Hand. If they do, they must then discard one card from their Hand.

WEAPONISED HUBRIS (70 POINTS)

This is a **Special Command** that can be issued to an *Enlightened* unit with the *Spectacular Demise* (X) special rule when it is **Annihilated**, but before the opposing General has rolled the **Attack Die** to see what happens.

If the Command is successfully issued, rather than an attack die being rolled, the unit immediately suffers the effects of a **Cataclysmic Detonation**. Instead of affecting each unit within 8", it affects each unit within a number of inches equal to the **Card Value** of the card that was used to issue this Command.

Once this Command has been successfully issued, it cannot be issued again for the rest of the Clash.





ENLIGHTENED

ESOTERIC | TECHNOCRATIC | MERCURIAL



They are the architects of **The Dystopian Age**. And they would be its rulers too. It began in the **Lost World**. Here, in the verdant jungle hidden deep within the snowy wastes of **Antarctica**, the explorer **Lord Barnabas Sturgeon** discovered secrets buried beneath the earth. Untold wonders.

Otherworldly technologies. The key to humanity's future.

Disappearing for almost a year, Sturgeon wouldn't be seen again until 1851, at London's **Great Exhibition**. Presenting his findings to enraptured crowds - from megafauna to strange creatures resembling those of Prehistory - at its end he gave his final demonstration. A man constructed of metal. An "automaton." And there on stage, it performed the unimaginable.

It poured a cup of tea.

Met with thunderous applause, **Sturgeon** had accomplished two things. Announcing the coming of a "Utopian Age," he had showcased the potential of humanity's mastery over technology. But moreover, he had lit a beacon for his contemporaries to follow. And follow, they did...

Drawing like-minded innovators, the founding of the Covenant of the Enlightened came with its first **Symposium** - a collection of "Peers," all of whom would have equal status. Further Symposia were to come as the Covenant's research and influence grew, most commonly in the form of **Promethean Complexes**: places of learning and industry.

An independent technocracy, their movements were not met with hostility by the Great Powers, at least not openly. Indeed, many were keen to be party to the immense strides being made by these brilliant minds. Equally and with no preferential treatment, the Covenant shared designs and even the miraculous super conducting crystal **Element 270** between these Powers. All was well. Nothing could stop the coming of **Sturgeon's** Utopian Age. Or so he thought.

Their betrayal at the hands of **Helsinki Markov** was as sudden as it was devastating. Fleeing Antarctica with research and resources, the secrets of the Enlightened were no longer theirs and theirs alone. And from here, this schism began to splinter out into an unseen civil war, as two sides were formed: the **Egalitarians** and **Custodians**.

The former believe it is their duty to usher the world into a new age. The latter? That their research should remain locked away, hidden from humanity until they are ready. And as Lord Sturgeon remains secluded in **Wells Chasm** (whether out of secrecy or shame), the Custodians seek to undo the damage of Markov's deception, and that of their Egalitarian Peers.

But it is in the **Union of Federated States** that the Egalitarians have found a new foothold. Under the exacting guidance of **Burson Carpathian** and his innovative development of **RJ-1027**, from **The Warcradle** he oversees the greatest advance in technology since the Industrial Revolution. And as his influence continues to grow, outstripping even the ambitions of his fellow Enlightened, the fate of the Union may well hang in the balance...

To many in the Enlightened, the skirmishes and onslaughts waged by the Great Powers, they are not conflicts. They are instead an opportunity to examine and perfect. When they march, it is behind untold legions of automata and **constructs**, warped facsimiles of humans stitched together from living flesh. It is under giant crab-like walkers casting great shadows upon the earth, tearing up rock and soil with each serrated step. And it is from above, as **Scythe** class fighters screech down from above, pilots wired to their cockpits in an unnerving blend of flesh and metal.

The Enlightened have no nation. Such thinking is too small for those who shape the future of this world. Humanity will be reborn, ascended upon the shoulders of those who dared to walk the dangerous and hidden paths. As for these Great Powers that would stand in the way of progress?

Nothing more than a failed experiment.

Barnabas Draynes Sturgeon
High Lord of Antarctica





*** F.A.O. Robert Pinkerton ***

decoded from a letter sent by Agent Thaddeus Grange.

Finally, I have the time to write this report.

Firstly, let me apologize for its tardiness. While my visit to The Warcradle was some weeks ago, I have never been positive that I wasn't being spied on until now. Dr Burson Carpathian keeps his secrets well, and though my investigation wasn't found out (otherwise I'd likely be dead or worse), I have seen far too many familiar faces on street corners and at adjacent dining tables these past few days for it to be a coincidence. I can assure you that I have done my best, not only in my capacity as a prosthetic engineer, but also as a Secret Service agent.

The first of these missions has yielded similar results to prior investigations of the Covenant Of The Enlightened; by which I mean few and far between. I am ensuring that any advancement in the field of mechanized limbs and other human compatible engineering is shared with Union producers but the Enlightened don't make it easy. The techniques and materials used in The Warcradle utilize an entirely bespoke operation in its manufacturing to all of the other Promethean Complexes I've visited, including Tesla's own Union-sponsored facilities along the eastern seaboard.

Truly, the chief intellects behind each (known as "Peers" amongst their contemporaries), see the Complex they run as their personal domain, and whichever branch of study they are fixated on at any given time becomes the sole way in which the entire base operates.



In my last report I mentioned that The Parlor, run by Countess Augusta Byron, focuses on the study of "creations," using removed human parts to replace those unfortunately lost either by accident or in conflict. I have even seen whole new beings created from a collection of those recently passed. While many would see this as gruesome, I can certainly understand the reasoning behind it. No matter how well an artificial arm may perform, whether created from steel, glass or vulcanized rubber, one made of flesh surpasses it. Of course, these raw materials seem to be in regrettable abundance these days, with the various tensions that are ever mounting across the Union and beyond. If the Ore War has taught us anything, it's the value of base resources.

In contrast, The Warcradle is primarily organized around the creation and use of RQ-1027, the superfuel of which I have a full report recorded in the archives. This was the primary goal of my mission, as even our brightest minds seem incapable of replicating it. In fact, to date, no-one outside Carpathian's purview has been up to the task.

My cover was that of an engineer attempting to create a standard with which the Union and Enlightened Peers might be able to work from, making artificial limbs and organs easier to obtain for the common man. If only we could have a universally fitting servo-actuator, then parts for (as an example) a prosthetic limb might be available in the average general store; this could drive the cost and repair times down drastically for the everyday customer.

(Despite this being an obfuscation of my true investigation, this research is something I am truly passionate about, and ask again for an increase in funding, that I might employ civilians to help with this work.)

Sadly, each Peer seems frustratingly individualistic and unwilling to share information except at their Symposia, sporadic meetings of minds where they gather and discuss both



theoretical and practical advancements they have made. A good deal of this is a thin veneer to cover their jockeying for status in a gross display of one-upmanship. Secretive discussions take place in side rooms for those who wish to share things of a more esoteric nature. The boundaries of the natural world are being pushed to their limit in the name of advancement. I was fortunate enough to be the plus-one of a nurse in the employ of Dr. Carpathian for one Symposium. Unfortunately, due to circumstances beyond my control, I doubt I shall be invited back. The events of which are in my full report and archived in the Secret Service library.

In summary, there are two main schools of thought within the Covenant of the Enlightened; the Egalitarians and the Custodians.

The Egalitarians claim to be progressing knowledge for the benefit of all. They see a world where everyone has an automaton in their home to help with the chores, and where free energy is available to even the poorest households. To them, anyone should be able to study and create marvels of their own, provided they have the intellect to do so.

While this sounds like a noble goal, you can imagine where this untethered freedom of engineering might lead. We in the Secret Service understand the danger of uncontrolled power in the wrong hands, something that you yourself can attest to given your investigations in Dunsmouth and Myskham. A free reign of RG powered weapons and creations, for example, would be disastrous.

On the other hand we have the Custodians. They believe that their accumulated wealth of knowledge, and the technological advances thereof, fall under their jurisdiction and theirs alone. Tight control, governed only by them, is what they seek. And while they could sell their devices to the highest bidder, the blueprints to their creations remain under lock and key. To them the everyday folk of the world are simply another asset to



be assigned a purpose. After all, how can a normal mind understand the import of what is laid before them? Anyone who doesn't see their point of view is a dullard and lacks vision.

While they sound poles apart from one another, they share more than they would perhaps admit: both camps want rid of the nations of the world. The Egalitarians envision a libertarian paradise where anything goes, especially for their research. Governments disbanded in a state of meritocratic anarchy. The Custodians simply believe it is They who should take the place of kings, queens and empires, ruling the world from their castle-complexes. After all, theirs are the only minds who might bear the heavy weight of rule.

In short, all Peers of the Covenant of the Enlightened are egotists of the highest order. If they have some semblance of understanding of the natural sciences, then it follows that they must understand all the truths of the world, and therefore it is their right that they should control it. This is only exacerbated by the back-slapping of the Symposiums and the iron fists (pun intended) with which they rule their Promethean Complexes. Besides, automata don't argue back.

Please forgive my digression. While intended as a report of The Warcradle, I simply want to make it abundantly clear what types of people we deal with.

While going through the meetings, lectures and discussions regarding any advancement in the field of artificial limbs I was struck by the amount of bureaucracy there was in Dr. Carpathian's complex. Any blueprints had been heavily edited and journal entries were censored, the secrecy surrounding the Warcradle proving to be far higher than the other Promethean Complexes I have visited.



The layout of the place was labyrinthine, with corridors seemingly leading to nowhere; pipes and tubes covering every wall, many without any discernible purpose. Perhaps this is just to keep visitors out, as the quarters assigned for guests had a more comfortable, luxurious feel. They were more reminiscent of a statesman's suite, set aside for entertaining. From discussions with my contact, it would seem the doctor is already taking important guests to improve his standing in the Union. Clearly he is a shrewd man who understands politics as much as he does the sciences.

I used all my powers of persuasion in an attempt to organize a meeting with the man himself, but he was constantly occupied, busy dealing with matters of RG production. Only at one point were myself and the other visitors spoken to by Dr. Carpathian, and even this was via some sort of advanced "megaphone" stemming from another part of the Warcradle. This did nothing to quantify his current state. Rumors circulate that he has undergone some sort of horrific procedure that has left him more machine than man, and while I saw no evidence of it, I am not left reassured.

While not confined to the visitors quarters, there were eyes on us at all times, either in the form of chaperones, or the many automata or constructs present. I pity those poor souls who now go by the term "construct" or "menial." They truly are more and less than they once were. Glassy eyed and apparently devoid of thought; either by accident or by design they have been effectively lobotomised. The nurse I mentioned earlier showed me records of contracts willingly signed by debtors and the like. One (who shall remain nameless) was a farmer fallen on hard times since a life-changing accident. Signing himself over as a test subject, his family were paid an exorbitant sum of money so that they might keep the farm and make a future without him. This is only one such instance of innocents waiving their souls for the profit of others.

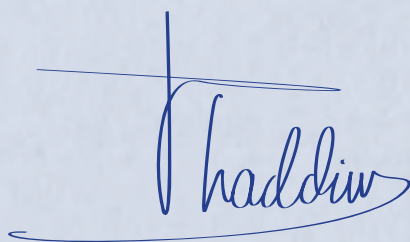
Victims of happenstance and veterans of war alike.



Still, by observing their patterns I managed to get some time alone and slipped out of my room, aided by lock picks concealed in my artificial arm for just such an occasion. After a short while I managed to access a restricted area, about the size of a church hall. As far as I could tell this was some sort of distillation and treatment plant for RQ-1027. But it was strange - I could find no evidence of any work having been done in this room. No residue of any kind. No evidence of the red tarnish usually seen from extended contact with the substance. Barrels of oil and chemicals (all of which I will detail in the second part of this report) were scattered around, but clearly had never seen use in the machinery. It looked as if raw materials were being brought in and simply left.

I am sorry to say that this creates more questions about how RQ is made than it answers.

As I said earlier, I don't believe they found out about my 'sleepwalking' otherwise I'd be dead, or worse, a construct. That being said, I don't think it will be safe for me to return to The Warcradle any time soon. I shall stay in Arizona territory, to perform a week or two of "duties," before I head back to Washington for a full debrief.



Agent - 319





ENLIGHTENED

CITIZEN SOLDIERS

Their lives ravaged by disease, injury and violence, the common-folk who toil the fields and work the factories for the Great Powers lead hard existences. Abandoned by ungrateful governments, many are doomed to a pariah existence begging for scraps, driven to crime, or the humiliation of seeing their loved ones suffer to support them.

It is to these men and women, those desperate souls who have been failed by the world, that the Covenant of the Enlightened offer salvation.

Every city and major town in the world seems to have one of their Enlightenment Centres. Covenant Clinics, Churches of Compassion, Salvation Hospitals; whatever their regional name, these buildings are well served by helpful and caring staff who offer the gift of a new and meaningful life to any who are in such need.

To those who accept the invitation to enter these sanctuaries, they find an honest invitation to give service to more grateful masters. The chance to see their families lifted of the burden of supporting them. To those unfortunates stricken with injury, the Enlightened offer augmentation to restore some semblance of their former selves. The misery of their past lives can be cast off and a future awaits them as a Citizen, a valued contributor to the worthy purpose of the Covenant of the Enlightened.

When an individual becomes a Citizen of the Covenant, it means they must first leave their families. This parting is made the easier with a small technical marvel that is gifted to their loved ones: an act of gratitude to the contribution they make to the advancement of humanity. The nature of these gifts varies by need and region. Often a labour saving device that compensates for the contribution the Citizen might have otherwise made, it might instead be a defensive object to protect the family on the frontier or even something that might be bartered for hard currency. Whatever the gift, it is to better secure the family's future, just as they have secured mankind's.

With their old life at an end, the Citizen is brought to one of the Enlightened's vast Promethean Complexes to undertake an apprenticeship in some aspect of the work of the Covenant that is assessed to suit their aptitude. The labour of roughly three million Citizens of the Enlightened across the world are applied to bring the multitudinous plans, experiments and projects of almost three hundred Enlightened Peers to fruition.



Life as a Citizen is both humbling and rewarding. While notions of aesthetic beauty, personal property and even individuality are largely secondary to the work, each Citizen instead draws strength and confidence that they are part of a greater whole. More than any nation, any bloc or any of the “great” powers; none in the Dystopian Age save the Citizens of the Enlightened and their Peer overseers understand what it is to truly change that world. The sacrifice and hardships of today will bring about an Enlightened future for all of humanity.

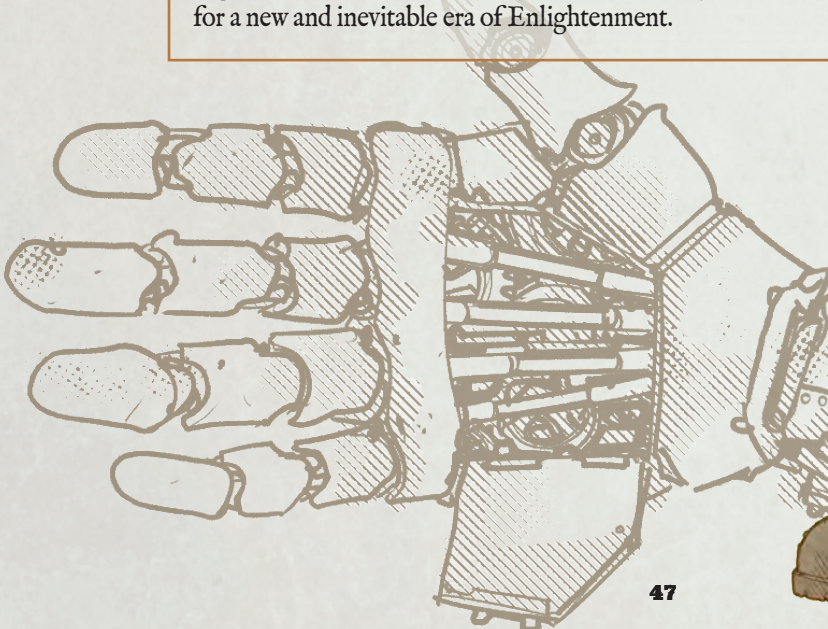
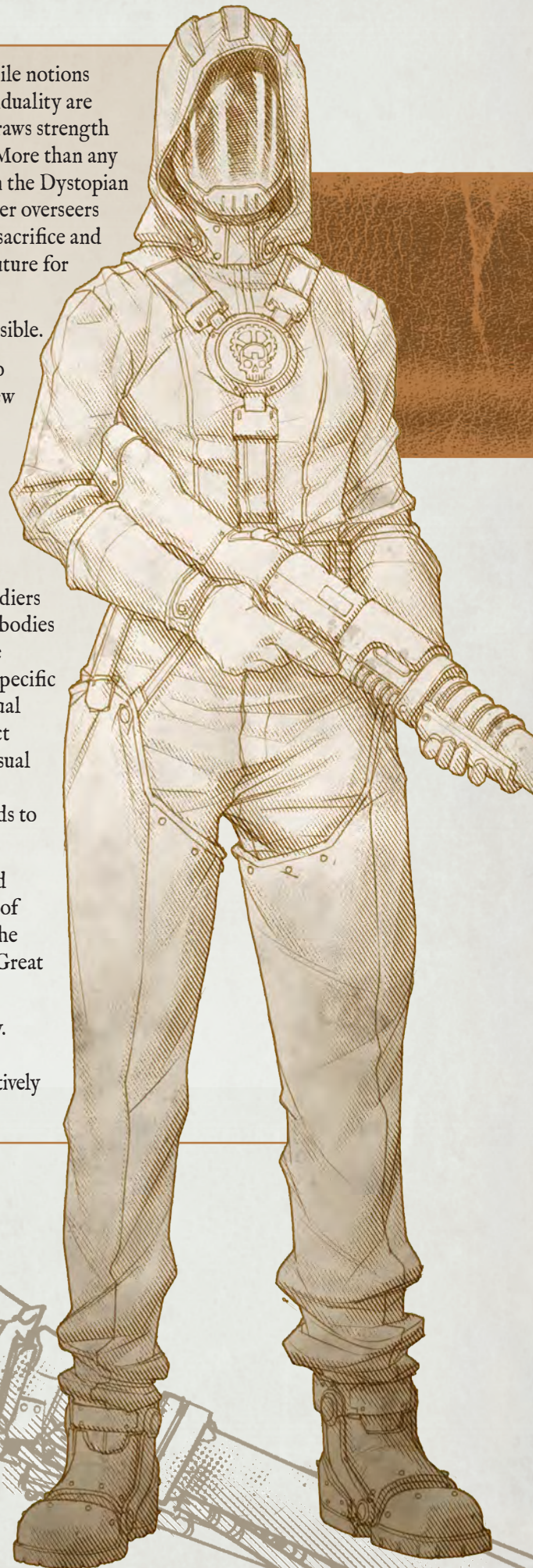
And without their Citizens, none of this would be possible.

But the governments of the Great Powers are prone to jealousy. Many fear the Enlightened and this brave new world they strive to bring about. So it is that there are times the Covenant must fight to defend their beliefs, at sea, in the air and on land. And it is the Citizens of the Enlightened who fight to safeguard that future.

In battle the Citizens are a disconcerting sight, their individual identities and augmentations hidden away behind coveralls and reflective faceplates. Citizen-Soldiers offer remarkable fortitude in battle as their improved bodies are resilient to damage that would normally debilitate regular infantry. Furthermore their helmets provide specific battlefield information, restricting their aural and visual receivers from elements that are superfluous or distract from objectives their officers have identified. Their casual indifference to the mechanical monstrosities that the engineering of the Enlightened field in battle also adds to their implacable and unflappable nature.

This unshakable resilience, coupled with the advanced weaponry employed by the Covenant makes the total of thirty thousand Citizen Soldiers of the Enlightened the equal of the many times greater numbers each of the Great Powers calls upon to oppose them.

For the Covenant, life as a Citizen awaits all of humanity. A wonderful uplifted future where betterment through augmentation and education allows all to labour productively for a new and inevitable era of Enlightenment.





ARMoured CLASH



THE ENLIGHTENED

ORBAT CHANGE LOG





ARMoured CLASH

CHANGE LOG

This section provides a summary of changes from v1.04 to v1.05. Small changes which do not affect gameplay, such as spelling and grammar corrections, have been omitted

ENLIGHTENED BATTLEGROUPS

ENLIGHTENED FACTION BATTLEGROUP

- The *Rotorcraft* element of this battlegroup has increased from 0-1 to 0-2. In addition, Generals can now **Bolster** an additional unit of **Pandora Transport Rotors** as one of their *Rotorcraft* Elements.
- The *Uncanny Reconstruction* Commander Bonus has been rewritten to key into the new **Under Review** status, and to allow *Commanders / Peers* to use it on themselves.

ENLIGHTENED UNITS

RECLAMATOR CANCERIS CONSTRUCTS

- This unit has been added to the ORBAT.

AEGIS SUPPORT CREEPERS

- This unit has been added to the ORBAT.

ATLAS HEAVY ASSAULT WALKER

- This unit has been added to the ORBAT.

BRUTE ENFORCER COHORT

- Ranged (Light) attack increased from 4 / 8 / 12 to 4(6) / 8(12) / 12(17). It has also gained the *Point Blank* quality.

BRUTE WARDEN COHORT

- Points Cost reduced from 55 / 95 / 145 to 50 / 80 / 120.

HEPHAESTUS STRIKE CREEPERS

- This unit has been added to the ORBAT.

HYPERION HEAVY BATTLE WALKER

- This unit has been added to the ORBAT.

UNDERTAKER AUTOMATA SERVITORS

- This unit has been added to the ORBAT.

SELENE ATTACK ROTORS

- This unit has been added to the ORBAT.

OTHER CHANGES

BOONS

- The *Seeded Swarms* Boon has been added to the ORBAT.

